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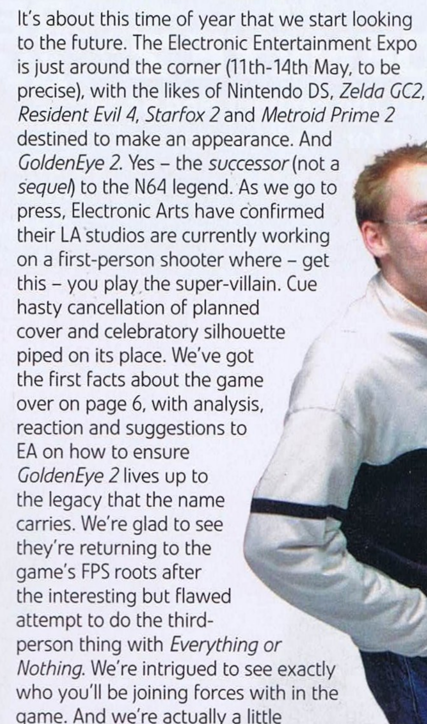
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FOR ENGLAND, JAMES?



It's about this time of year that we start looking to the future. The Electronic Entertainment Expo is just around the corner (11th-14th May, to be precise), with the likes of Nintendo DS, *Zelda GC2*, *Resident Evil 4*, *Starfox 2* and *Metroid Prime 2* destined to make an appearance. And *GoldenEye 2*. Yes – the *successor* (not a *sequel*) to the N64 legend. As we go to press, Electronic Arts have confirmed their LA studios are currently working on a first-person shooter where – get this – you play the super-villain. Cue hasty cancellation of planned cover and celebratory silhouette piped on its place. We've got the first facts about the game over on page 6, with analysis, reaction and suggestions to EA on how to ensure *GoldenEye 2* lives up to the legacy that the name carries. We're glad to see they're returning to the game's FPS roots after the interesting but flawed attempt to do the third-person thing with *Everything or Nothing*. We're intrigued to see exactly who you'll be joining forces with in the game. And we're actually a little touched to see an old friend returning to keep the British end up.

Team NGC
NGC@futurenet.co.uk





TURN TO PAGE 6
To get the **NGC** spin on this month's main event…

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TURN OVER THE PAGE!
To see exactly how much stuff we've rammed into this issue of ***NGC!***

WHY WE'RE No.1 FOR NINTENDO

NGC's the result of over a decade of gaming genius – so you're the best-informed Nintendo gamer around.

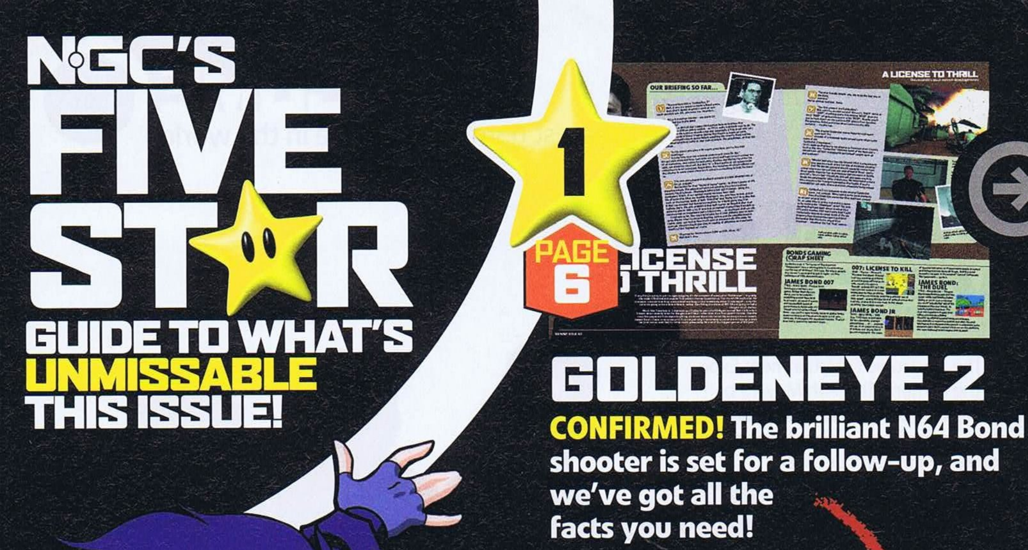


■ First there was the SNES, and Super Play came out alongside it – fanboys rejoiced.

■ A new machine meant a new magazine – but one with the same high standards.

■ Now we've got Gamecube, and you've got **NGC**. Over a decade of Ninty love here…

N·GC'S FIVE STAR GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!



1 GOLDENEYE 2

PAGE 6

CONFIRMED! The brilliant N64 Bond shooter is set for a follow-up, and we've got all the facts you need!

2 READER AWARDS

PAGE 37

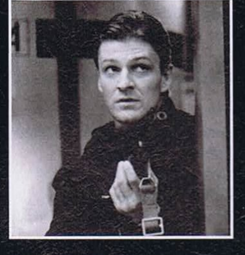
WINNER! We asked you for your opinions – now see which games were 2003's software stars.

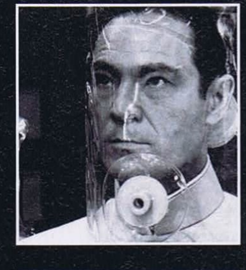
MEET ENJiKi

Enjiki would very much like to be a Bond girl. She'd swap Paul's van for a sleek Aston Martin, Kittsy's box of military hardware for a Walther and Geraint's appalling attempt at tea for a nice martini. Only her complete inability to keep a secret stands between her and MI6. Her pal Pinkjiki has no time for such nonsense, and would rather do serious stuff like sharpen the blades in the toes of her sensible shoes…

PAGE 6









GOLDENEYE 2

EA'S TOP SECRET PROJECT STEPS OUT OF THE SHADOWS. WE ANALYSE THE LATEST INTELLIGENCE INFORMATION.

"COULD WE BE LUCKY ENOUGH TO REVISIT SOME OF THE OLD LOCATIONS FROM THE PREVIOUS GAME?"



3 PAGE 22

DS UPDATE

The latest information on Nintendo's secret hardware, plus idiotic rumours debunked.

4 PAGE 62

METROID ZERO MISSION

Samus returns to the location of her first ever mission – we take you through the game *and* the history of Ms Aran.



3 PAGE 86

METAL GEAR SOLID

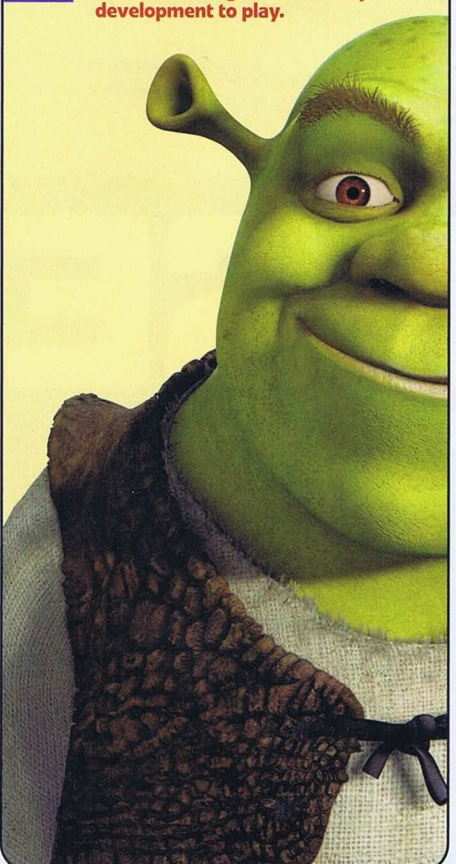
All the tips and tricks you need for defeating the terrorists. We're thinking outside the box here…

WHAT'S IN NGC?

Big announcements are being made – are you up-to-date with the latest news?

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MISSION BRIEFING...

1 ***"The working title is GoldenEye 2"***
Well, if you're going to make a Bond game, then that's about as good a start as you could possibly get. EA, you have our attention...

2 *"It's a first-person shooter – you get to be the bad guy in the Bond universe."*
Excellent! So that means EA are ditching the nonsense third-person lock-on business that made targeting in *Everything or Nothing* such a pain – an FPS is really is the only way to go.
The option of playing the villain sounds great and potentially, it'll be an ace new way to explore the world of James Bond. Imagine getting the chance to knock up some hideously complicated torture device before watching smarmy Bond and his loud-mouthed ladyfriend suffer agonies in your pain-chamber. The possibilities, as they say, are endless...

3 ***"In the game you play a 00 agent gone bad. You're hired by Goldfinger to help take over the criminal underworld from Dr No."***
We get a bit confused here. The last time we saw Goldfinger – at the end of the film that shared his name – he got sucked out of an aeroplane at altitude, and unless he had some slimline sky-diving rig on under his shirt, we doubt he survived the fall. Maybe *GoldenEye 2* will be a 'classic' Bond game, set in the swinging '60s, so 'Finger and No would still be alive? Regardless, the inclusion of familiar villains and the chance to work under them (as it were) is something to look forward to.

4 *"The next game based in the Bond universe is currently under development at EA Los Angeles."*
EALA are best known for their *Medal of Honor* series, so there's plenty of FPS experience there. The original rumours surrounding the project pointed towards Visual Sciences – the people behind EA's dull F1 series – being the developers. Would an F1 team really get to put a leading FPS together?
We all know that EALA are capable developers. You only have to look at their work on the opening levels of both *Frontline* and *Rising Sun* to realise that. If they can emulate that level of atmosphere for a Bond game they'll be halfway there. The only problem is that both games go downhill after their stunning opener. With a bit of time (not to mention money), they'll be able to come up with an experience that's a little more consistent.
In fairness to EA, they get a lot of stick but they've been quite diligent when it comes to listening to fans and the specialist press in recent years – just look at how much they've improved the *FIFA* series, for example. We don't doubt that they're completely capable of delivering an experience worthy of the *GoldenEye* name.

5 ***"Planned for Xmas release 2004 on GC, PS2 and Xbox."***
Go on EA, out of respect, release it on Gamecube first...

A LICENSE TO THRILL

GoldenEye 2 is on its way - but can EA live up to the legend?

If anything's going to get tongues wagging it's the prospect of a sequel to *GoldenEye* - arguably the most influential and popular first-person shooter in existence. This month Electronic Arts quashed the incessant rumours, confirming to NGC that they are indeed working on the tentatively-titled *'GoldenEye 2'* - only this time it's going to be a little different. Rather than letting you fill the shoes of 007 once again, EA are going to make things a touch darker. Much like Trevelyan in *GoldenEye*, you'll play the part of a 00 Agent gone bad-mental. Over the next few pages we'll divulge everything we know, analyse the original and – get us – give EA some advice...



"The concept is really simple – you get to be the bad guy in the Bond universe."

Yes… yes. Our excitement is definitely piqued. Now tell us something else…

7 "You (the player) are GoldenEye."

This can't be correct, surely? We can't *BEEP* think of *BEEP* anything more interesting *BEEP* than the thrill *BEEP* of geosynchronous orbit *BEEP*. Maybe you'll get to look down on the earth in FSP (that's First Satellite Perspective, folks) and blast down lasers on the MI5 building… Maybe not. Hey, maybe it's just a codename…

8 *"The original GoldenEye movie featured a 00-agent gone bad. The concept of a renegade agent turned super villain is the heart of the GoldenEye 2 experience."*

So, perhaps you'll be playing as Trevelyan then. Could it be that this new *GoldenEye* will have some of the back-story behind how old Trev' managed to get himself caught up in all that badness in the first place? Nah. We reckon it'll be a whole new bad 00…



"Why be bad when you can be evil? EA Los Angeles is preparing to give gamers a look at the Evil side of the Bond universe."

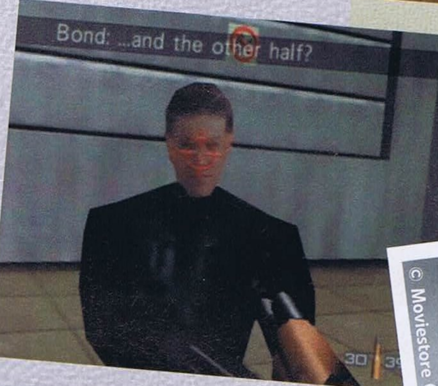
Evil? We like the sound of that! It would be nice to have a level where you have of stay one step ahead of Bond – laying down booby traps for him and messing with his plans. A bit like the Commodore 64's *Spy vs Spy*. Hopefully, this will also mean you'll no longer be penalised for killing civilians. We liked nothing more than executing the innocent scientists in the Facility. If you're rewarded for out-right villainy, that'd be a beautiful thing indeed.

10 *"GoldenEye 2 is a successor to the original GoldenEye game, not a sequel. We're taking some great elements from the GoldenEye movie storyline and have created an all-new original story."*

So, er, what they're saying is that this is going to be nothing like *GoldenEye* at all? The only parallels that have been drawn are that it's an FPS and it involves an 00 agent gone bad. Could we be lucky enough to revisit some of the old locations from the previous game and film? Remember that this isn't a sequel, it's a successor… whatever the *really* means…



EALA can certainly deliver a killer opening level – but how about a making a *whole game* that's consistently atmospheric?



Even in *GoldenEye*, you could be evil. Who can honestly say they've never shot Natalya in the back? And face.



You'd think that after getting sucked out of an aeroplane Goldfinger would look a lot different to this. Dead even.

BOND'S GAMING RAP SHEET

As Kittsy puts it, "in terms of Bond games *GoldenEye* was a shining blip in an otherwise murky sea of sewage". It's true. For years people just haven't managed to get it right, as this collection of filth demonstrates.

JAMES BOND 007

1983 – Atari 2600 – Parker Bros



This barely registers as a game. Rather than play as the suave, well-dressed Commander Bond, you're this mighty-morphing power brick that jumps, drives and swims across multiple levels of pure crapness. Okay, 1983 was the iron age of videogaming, but still… Apparently the game was 'based' on various Bond films – we're sceptical about that claim because all the levels feature enemies and locations straight out of erm, nowhere. Presumably the developers' brains. Certainly not any Bond film we've seen.

007: LICENSE TO KILL

1989 – Various – Domark



This top-down shooter had you running around picking off bad guys with measly weaponry. Though 'picking off' isn't the right phrase, as it was impossible to miss anything, with enemies constantly swarming around you, giving this the kind of difficulty level that had you crying all the way back to the shops, clutching your soggy receipt.

JAMES BOND JR

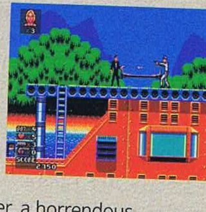
1992 – NES/SNES – THQ

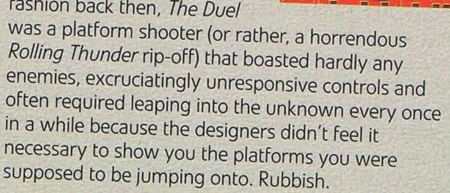


Yup, THQ were responsible for this decidedly average sidescrolling… er… average-'em-up. In an interesting turn of events, our young Bond (as yet unskilled in the ways of counter-terrorism and espionage) simply punched and kicked his way through levels. And the most powerful weapon in his arsenal? Cans of lemonade. Yes, lemonade… genius.

JAMES BOND: THE DUEL

1993 – Mega Drive – Tengen





Most memorable for Timothy Dalton glaring horribly at you from the box and intro screen in such a way that it actually made you feel sick. As was the fashion back then, *The Duel* was a platform shooter (or rather, a horrendous *Rolling Thunder* rip-off) that boasted hardly any enemies, excruciatingly unresponsive controls and often required leaping into the unknown every once in a while because the designers didn't feel it necessary to show you the platforms you were supposed to be jumping onto. Rubbish.

ENEMY ANALYSIS: WHAT MAKES GOLDENEYE SUCH A POWERFUL ADVERSARY?

GoldenEye is the greatest film-to-game license ever created and single-handedly pioneered aspects of first-person shooters that we now take for granted. Loads of Bond games since have ticked all the right boxes – they've had the exotic locations, high-speed driving sections, fascinating gadgets, stealthy bits and objective-based level design – but they're still falling way short of the mark. So what exactly was it that made _GoldenEye_ so great?

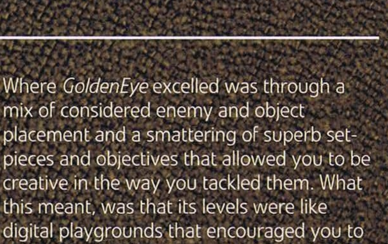


DR DOAK SAYS

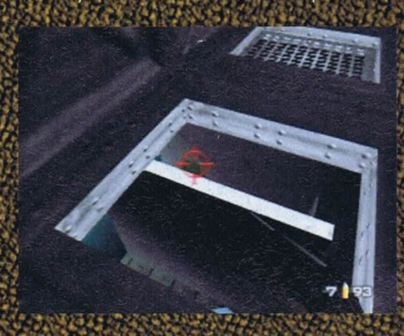
"If you want to see what I've been up to since I finished* TimeSplitters 2 *then check out this month's news. There are some lovely screenshots of my new shooter..."

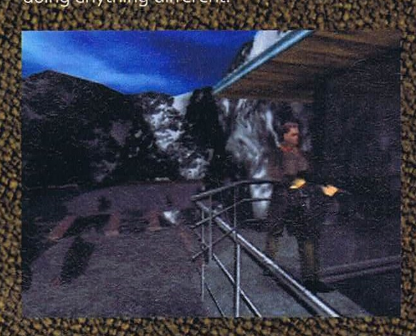
LEVELS AND MISSION DESIGN

The game was broken up into different locations that mirrored the film, and they were certainly varied in the way they looked. But this wasn't the point. It was the variations in the game's level design that was key to its success. The claustrophobia of the train. The open maze of the statue. The snowy plains of Siberia – each offered a significantly different kind of experience to the others. Where past Bond games have failed is in changing the topography of a level with little regard for how that environment actually *feels* and how it effects the gameplay experience. The upshot of this is you never truly feel as though you're doing anything different.



Where *GoldenEye* excelled was through a mix of considered enemy and object placement and a smattering of superb set-pieces and objectives that allowed you to be creative in the way you tackled them. What this meant, was that its levels were like digital playgrounds that encouraged you to experiment, rather than simply navigate them. As a result, replaying them over and over again was extremely rewarding.







WEAPONS

Anyone who says they haven't tried to spell rude words using bullet holes is a liar. You know, trying to get 'custard' on the side of the helicopter on the Frigate using the fewest shots. Happy days, made all the happier by the fact that *GoldenEye's* fantastic guns were all distinctive. We loved features such as the pleasant sound of the DD44 Dostovei, the handy scope on the end of your KF7 Soviet and the punch of the automatic shotgun, not to mention the horrendous ultra-violence of the RCP-90 let loose in a guard's face. At point blank range. Until all you could see was red. Hmm.

What's more, the range and balance of all of the guns in the game (well, maybe not the KLOBB and RCP-90) was superb, making any of the weapons deadly in the right hands. Which is what you want in an FPS.







BOND'S GAMING RAP SHEET CONT...

TWINE

2000 – N64 – Eurocom

This was a pretty damn good effort as Bond games go. Okay, so the multiplayer mode was bit on the naff side, and it was curiously soulless at times, but *The World Is Not Enough* was solid, polished and atmospheric. The level of visual detail was commendable and the range of tasks, missions and well implemented gadgets (like the grappling hook) really did help to make you feel as though you were James Bond rather than just some faceless first-person shooter avatar. Where it fell down however, was its depressing linearity that often punished you for daring to try something different.

AGENT UNDER FIRE

2002 – GC/PS2/XBOX – EA

Brought three styles of play into one game. FPS action, driving sections and 'on-rails' blasting, with the driving being the most accomplished sections. As for the FPS sections, they were painfully average, simplistic and devoid of any stand-out thrills. Even worse, Bond's weapons seemed to fire slow-moving murray mints out of their barrels. Whoever approved *that* should've been... eliminated. Where *AUF* fared well, though, was in its use of gadgets, with the Q-Jet – a means of flying around – proving to be the best.

NIGHTFIRE

2002 – GC/PS2/XBOX – EA



Visually it's very tidy, but this can't hide the fact that it suffers from the same flaws that *AUF* suffered. The workmanlike and tediously linear process of guiding Bond from cut-scene A to cut-scene B just doesn't cut it, and neither does the irritating handholding that belittles the game in terms of both depth and drama. Much like in *EoN* that followed it, it was a prime example of EA's growing focus on delivering as movie-like an experience as possible rather than as good a *game* as possible...

THE CITADEL

For years people had been flinging rumours around about a secret 'Citadel' level hidden in GoldenEye. Rare had actually confirmed its existence, explaining that it was a test level that had been removed from the final code. However, in February of this year the Citadel was finally discovered by a GoldenEye-obsessed gaming community.

Although, the level isn't actually playable, you can get a good look at it by using GameShark codes. If you want to know more about the Citadel then head over to: http://goldeneye.detstar.com/citadelfound/index.asp to learn how the discovery was made.

The fact that so many people were united in their desire to hack into GoldenEye's inner workings this long after its original release is yet further proof of just how much GoldenEye means to gamers all around the world.



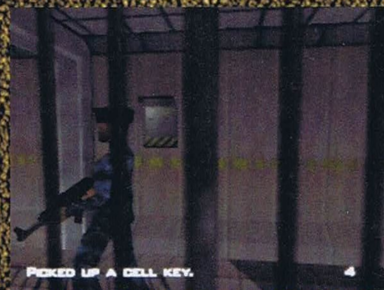
THE GADGETS

Perhaps this was the area where *GoldenEye* was a little lacking, but we suspect that had a lot to do with the limits of gaming technology at the time. Other than the bits where you use your watch to laser off the trapdoor in the train or magnetised the keys in the Bunker level, gadgets were few and far between.

This is an area that EA have made some good use of subsequently, although more in terms of variety of gadgets rather than their application. Every Bond game should have gadgets, but they shouldn't be limited simply to being used as keys to progress down a predetermined path. Ideally, these gadgets should open up potential for players to be truly creative in the way they play. This is an area EALA should definitely be looking to expand upon...







MULTIPLAYER

It's the multiplayer mode that, more often than not, extends a game's longevity. The multiplayer in *GoldenEye* did just that and, following on from the success of its four-player split-screen mode, every FPS worth its salt now has to include it as standard.

Perhaps the biggest reason the multi-player game in *GoldenEye* was so widely played for so long had a great deal to do with how well balanced the weapons and how tightly designed the levels were. It's testament to *GoldenEye's* brilliance that, when the excellent *TimeSplitters 2* came out, the first things people tended to do with the map maker was to try to replicate *GoldenEye's* levels...

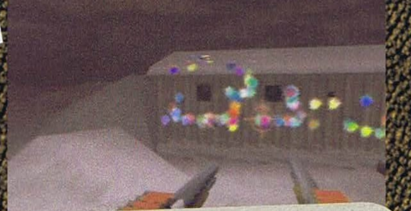






THE BONUSES

The Dam. 00Agent. Enemy Rockets ON. Try it, and you'll agree that it's like a completely new game. As if *GoldenEye* weren't replayable enough, the cheats made sure no other game went into your N64 for months. First off you had to earn them by being seriously good at the individual stages across a number of difficulty levels. Once you'd unlocked some of the better cheats, you could make those levels even *more* fun and interesting. The different permutations, challenges and experiences you could make for your playing pleasure was immense. Not only that, but extensive play revealed a multitude of hidden depths to the game. Messing around with the cut-scenes by laying remote mines, getting Bond to float in the air, managing to get back up into the facility's vent in multiplayer and many more little 'secrets' have been revealed since *GoldenEye's* original release – check out The Citadel (above left) for the latest discovery.





EVERYTHING OR NOTHING

2004 - GC/PS2/XBOX - EA



We reviewed this last issue, so we're not going to go into too much detail again. It looked fantastic and boasted incredibly high production values but ultimately it played more like a film, something that the change to third-person (letting you see Bond himself) helped to reinforce. In the end *EoN* proved to be shallow and devoid of any truly engaging gameplay. Disappointing.

A LICENSE TO THRILL

"Chase agents like a gun-toting Benny Hill"

CORRESPONDENCE



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08/03/2004

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Franchise Avenue
Los Angeles
USA

Your ref: GE2/NGC/OK!

DEAR ELECTRONIC ARTS...

If we're honest we'd have to say that, deep down inside, we always hoped that Free Radical would nab the rights to update and revamp the N64 original. Unrealistic maybe - but you can't knock a Nintendo Fanboy for dreaming, right?

You see EA, we Nintendo stalwarts are a bit sensitive when it comes to our dear old GoldenEye. We'd hate to see all those happy memories ruined by a title that shared the name but none of the quality. We know you listen to gamers and the specialist press, however, and so we want to send you some ideas. What we really want is this...

We want an intelligent Bond game. By 'intelligent' we mean, not forcing us down a predetermined path, but presenting us with choices (and we don't mean 'left or right path') allowing us to complete objectives and dispatch enemies in a variety of ways.

It doesn't have to be free-form. That's not what we're asking - but it would be really nice to have levels designed in such away that replaying them time and again reveals new things. We don't just want to complete a level, we want to play in it. Give us things to smash. Let us torture our enemies. Slowly. Please.

The fact that you had loads of levels in EoN was really nice, but don't you think they were just a bit on the short/shallow side? We'd prefer it if the ones in GoldenEye 2 were fewer in number but larger in scope and more complex in design. Let us feel as though we're actually on a 'mission' rather than on a rollercoaster ride. We want to feel as though we are a renegade 00 agent, not as though we're watching him in a movie.

We want a really, really good multiplayer. Carefully considered arenas that allow for tight matches and that don't encourage cheapness. Balance the weapons so that even if someone does have a super-powered weapon they can still be taken down by a skilled opponent wielding a katana. Okay, so maybe not that balanced, but you know what we mean...

Cunning enemies. We want to hunt. We want to chase those agents around rocks like a gun-toting Benny Hill, and then, just when we least expect it, we want them to throw a sticky bomb in our face. If we're the bad guys, send some seriously tough 00 agents after us. Make us sweat. We want to face Bond and we want him to hurt us.

Anyway, we think that's enough requests to be getting on with right now. You're obviously going to be pretty busy getting The Dench over to Los Angeles to speak into your 'can' or whatever it is you do...

Speak to you soon!

Love,

NGC xxx

OUR PROMISE

We'll try *really hard* to develop a new 'temporal paper stock' that can defeat the laws of time. That way, your copy of **NGC** will be able to update the news itself. Which would save us having to do it, leaving us more time to perfect our *Double Dash* technique, ready to make anyone who dares to challenge us feel VERY STUPID. But, er… we haven't yet.

IN NEWS THIS MONTH

RESIDENT EVIL PHWOAR!

THE DADDY OF SURVIVAL HORROR IS BACK – AND THIS TIME HE'S DUMPED THE ZOMBIES…

We don't think it would be inaccurate to suggest that *Resident Evil 4* will be one of the biggest games of the next 12 months. Along with the likes of *Doom 3* and *Half-Life 2*, it's probably the most talked about game on the planet right now. Although just a handful of screenshots have been released, they confirm what fans have been hoping for since the game's initial announcement – *Resident Evil 4* is looking absolutely stunning – locations, characters, hell, in *every* way imaginable.

Forget what you've seen in the past. All those old screenshots of Leon S Kennedy walking around a mansion house are now history. The game looks nothing like that any more. Trust us, it's *completely* different. And, more importantly, it looks a million times better.

With the change in visuals comes a complete change in the way the game plays too. *Resident Evil 4* is a different breed of game from its predecessors, with many of the hallmarks of the previous titles absent this time around – including many of the traits that have become irritating in this generation of consoles.

> **"RESI 4 IS A MUCH FASTER PACED GAME – IT'S A VERY REFRESHING EXPERIENCE"**

Door opening animations and a control scheme that made you feel as though you were driving a tank rather than playing a S.T.A.R.S. operative have now been ditched in favour of a much more intuitive and streamlined system. This isn't just for player movement either. *RE4* now uses a context-sensitive action button that allows you to execute commands on the fly –



KOMBAT: KANCELLED ON KUBE
This will upset a few people. Midway will not be releasing the next installment of their Mortal Kombat series, Deception, on Gamecube. After the quality of the last game *cough* this is a real *cough* shame. Ah well.

ON THE SCRAP-HEAP?!

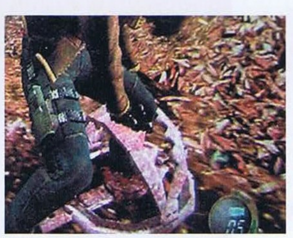
Maybe it was just us - but all the old *Resident Evil 4* footage and screenshots looked totally brilliant. Apparently Capcom have now ditched all of this in favour of the new 'hillbilly' style.

Still, you have to wonder whether or not that creepy black mist and the hook-handed bloke will still play a part in *Resident Evil 4*. We kind of took to old hook-hands you know. A bit like you'd care for a carefully cultivated rash.





△ If you think this looks good now, just wait until you see it in action. We'll have more for you next month.







△ Grisly isn't the word – the game has some seriously gory moments. Just check out that fella above.

picking up weapons, knocking over ladders, jumping through windows and vaulting over walls. These actions can all be triggered with just a stab at the A button.

The first thing you'll notice then is that *Resident Evil 4* is a much faster paced game. The tempo's quicker and the overall feeling from playing the game is that it's a very fresh experience.

This feeling is continued via many other new elements. First and foremost, there are no zombies in the game (so you won't be getting any more *brrrraaaaainnnnss* 'jokes' from us). This latest *Resi* game sees Leon S Kennedy heading off to Europe in an attempt to rescue the President's daughter. His search leads him to a small woodland village where he encounters a bunch of locals who, under some strange influence, want nothing more than to beat him with gardening tools. So rather than zombies, then, you've got 'intelligent' human beings to fight, wielding chainsaws, scythes, pitchforks, axes and the like.

"SHOOT THEM IN THE CHEST AND THEY'LL EXPLODE IN A FOUNTAIN OF BLOOD"

In a rather nice touch, their bodies react realistically depending on where you shoot them. Kneecap them and they'll fall to the ground. Shoot them in the foot and they'll hobble or, better yet, shoot them in the chest at point-blank range with a shotgun and they'll explode in a fountain of blood. Also, unlike the zombies, these guys won't just run after you blindly. Target them and they may well stop in their tracks and run away. As you progress through the game you can even expect them to lead you into an ambush. It's the thinking man's *Resi*.

This village setting also brings us to another major change in the series. The vast majority of the game takes place outdoors now and at one point, things are done entirely by night, which means the only way you can see anything is by the light of the moon or the flaming torches carried by those loco locals who want nothing more than to kill you.

There's obviously much more to *Resident Evil 4* than meets the eye, and with a scheduled release in Europe still some 12 months away it's going to be a fair while before questions regarding the specifics of the game's plot will be answered. More news next month – including a full hands-on…

SHORT CUTS



YAMAUCHI ON THE FUTURE OF NINTENDO

Ah good old Yamauchi. We love him, we really do. If ever anyone is going to rock the videogames boat with his outspoken views then it's going to be him.

Last month he spoke out about the imminent announcements for the next-generation of consoles in a Japanese newspaper. He stated that more powerful technologies and multi-functional devices don't lead to more fun. He kicked out at the industry's hardware obsessed way of thinking and stated that, to oppose it, he came up with the idea of the Nintendo 'DS' – a device that Nintendo intend to use a substantial amount of their resources to promote. Even though he doesn't expect people to be overwhelmed by the device at first, he hopes that the DS will help to revitalise the games industry.

He also went on to say that Nintendo have no intention of announcing N5 at E3 in May. Instead they are going to unveil a whole new proposal – peripherals that use the Gamecube as a central core. Quite what these are though, we have no idea. Yet.

NINTENDO IN COURT OVER SEIZURE SUIT
Nintendo have been taken to court in Louisiana over allegations that they willfully failed to follow consumer guidelines over seizure risks due to light patterns in computer games. The plaintiff, the Martin Family from Louisiana, filed a two-part suit, one of which (a personal injury claim after their son suffered a seizure) has been settled out of court. At the time of writing the suit continues

SHORT CUTS



KONGA TRANSLATION ON ITS WAY

It's looking increasingly likely that Nintendo's rhythm action title *Donkey Konga* is going to be making its way over to these shores. If we were pushed, we'd predict a November release. Rumours are already as good as confirmed that the US will see the game and bongo peripheral released there this summer, leaving the door wide open for some Yuletide EU bongo action.



STUDENT MAKES BOMB OUT OF GBA

It's true. Some idiot Junior High School student from Houston – who clearly had too much time on his hands – decided to create a bomb made from the hollowed out casing of a GBA that he then filled with gunpowder. Once his creation was finished he decided to brag about it to his fellow students who promptly alerted the authorities. The boy was arrested on the bus on his way to school.



△ Old John here busts open some monitors with the power of his mind.

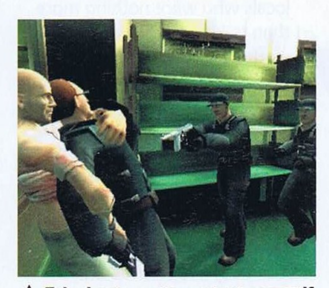
SECOND SIGHT

IT'S ALL IN THE MIND! FREE RADICAL ON COURSE FOR ANOTHER KILLER SHOOTER...

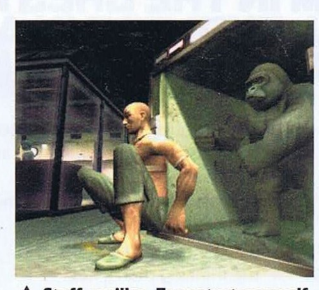


Not content with just creating another *Timesplitters* – although we concede there's nothing wrong with that – Free Radical are already well underway on yet another shooter. A shooter that isn't quite as straightforward as you might think.

Called *Second Sight*, it's a third-person action game that puts you in control of a gentleman who goes by the name of John Vattic. The story revolves around his quest to retrieve his memory and to understand why he has acquired a particularly handy assortment of mental abilities. Quite what these are exactly, and how they'll be integrated into the gameplay, is as yet unknown. So we'll be popping up to developers Free Radical next month to get the scoop on what's shaping up to be a promising game. In the meantime, you can have some screenshots to mull over until we deliver the goods…



△ Take hostages to protect yourself



△ Stuff gorillas. To protect yourself.

VIRTUAL REALITY YOU!

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH

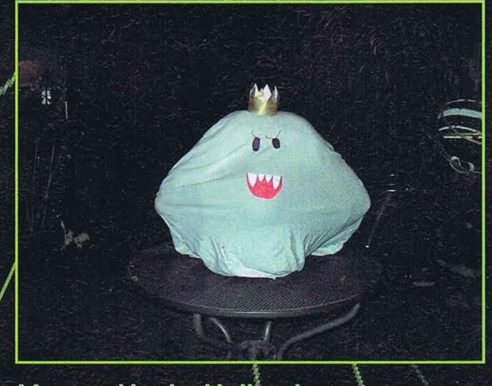
Beauty and the Beast. It's your pics, yeah baby!



Bryan Docherty, Scotland A Boo who's run out of breath. Or a meringue.



Chris Fletcher, Stockport Chris apparently ripped his eyebrows doing this...



Martijn Heule, Holland Maximum style points to Martjin. Good pose. Nice table.

PIKMIN OUT IN JAPAN THIS SPRING? The long-awaited sequel to Nintendo's vegetable-ordering real-time-strategy game looks like it may be released this spring. Nintendo originally held the game back in order to improve its quality. Hopefully we should see it hit Europe by the Winter.

PILLAGE CHANGES ITS NAME Long time readers may remember this very promising turn-based strategy game. Called Pillage, it featured a great battle engine and


All the old tasks are there for you to replay. Will someone get this man a coffee?


The opening scene is nicely spruced up too If you ask us, the battles should look like this.


Head upstairs in the Pokémon Centre to link up with friends for trading and battling.

POKÉMON TO LEAD THE WIRELESS FUTURE?

WE TEST NINTENDO'S NEW WIRELESS LINKING DEVICE...

Pokémon: Leaf Green and Fire Red, then. We're not going to burst into an impromptu review or anything (we'll save that for when an English language version comes out), but for the meantime we'll fill you in on our initial thoughts. And our thoughts are that it's exactly the same game (*Red/Blue*) that millions of people the world over have already played. Saying that, it's comforting being able to revisit Kanto again but with souped-up visuals, in much the same way as *Twin Snakes* proved most agreeable last issue.

Anyway, enough of that – it's the wireless device that accompanies the game that we're *really* interested in here and, to be perfectly honest with you, it looks a bit naff stuck to the top of your GBA. It's not the most streamlined device in the world and gives your handheld the kind of hump that would look suspicious when slipped into anything but the baggiest of pockets.

As far as functionality goes though, it works like a charm. Connecting is no less sluggish than it is with a normal cable, except you don't have a length of wire connecting you to your friends, which will undoubtedly make impromptu Pokémon battles on public transport a great deal more discreet. If you're the kind of person who has a complex about whipping their handheld out in public then you'll probably appreciate that one. So, yes, it works, and rather nicely at that, but it's the potential of the device that's really enthused us. Maybe it's because Nintendo have been harping on about wireless connectivity quite a bit this month. First of all there were the rampant rumours about DS featuring wireless networking capabilities, something that was seemingly confirmed by Satoru Iwata – and then Perrin Kaplan (Nintendo's Vice President of Corporate Affairs) spoke about wireless connectivity at this month's DICE2004 (Design, Innovate, Communicate, Entertain) summit in Las Vegas. On the subject of online gaming, Kaplan reiterated Nintendo's stance, saying that it was a 'niche market' and that Nintendo wouldn't ask gamers to pay for games that they already own, instead focusing on building a gaming 'community' that revolved around wireless play. It's a bit ironic, then, that the wireless device is being given away free off the back of a game that tens of millions of people already own. With a similar giveaway planned for the US (and doubtless Europe will follow) along with another wireless bundle for the forthcoming GBA *Mario Golf*, you have to wonder what Nintendo have up their sleeve for wireless connectivity.

> "CONNECTING IS NO LESS SLUGGISH THAN WITH A CABLE"

Maybe it's got something to do with the rumoured 'increased functionality' of the device. There's long been speculation that it's capable of far more than linking GBAs and Nintendo are already looking at various ways in which they can exploit the hardware. The first major exploitation will take place at a special 'event' that will take place at the Pokémon Centers in Japan.

Whatever the add-on's capable of, it must be something special – Nintendo certainly wouldn't just give away the device for nothing without a very good reason. We'll keep you posted…

Nintendo have already sold two million of these.



Continue a game and these flashbacks will jog your memory.


It uses the same visuals as *Pokémon Ruby* and *Sapphire*.

The old map. Exactly the same place as it always was.

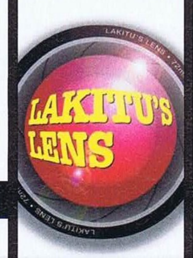
SHORT CUTS



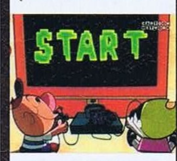
MARIO GOLF GBA GOES 3D

Unlike the top-down perspective of the GBC's *Mario Golf*, the latest GBA iteration of the series has made the move to 'proper' 3D, which is welcome news indeed. We're still a little unsure about the specifics about how this will work – whether it will feature Mode 7-style graphics like in *Mario Kart* and *F-Zero* or whether the courses will be constructed out of polygons. We remain hopeful that it'll be the latter option, as this will allow the courses to feature banks, hills, dips and so on, allowing for added depth of play. Also as we explain in our Pokémon article to the left, Nintendo will be bundling *Mario Golf GBA* with a free wireless adaptor. In actual fact, the game will feature wireless-specific content. Gamers who link two copies of the game using the device will be able to access extra clubs, among other things. It seems that wireless GBA connectivity is a feature Nintendo are very keen to exploit. In conjunction with this, the game will also link with the Gamecube version, allowing you to transfer and play as characters you've used on the GBA.

fully deformable terrain – ie you could blow massive holes in the landscape (a bit like a more in-depth version of Worms 3D) Developers Zed-Two seem to have taken their time to find a publisher for it, but now Crave Entertainment have decided to pick up the title. Happily for strategy fans, the project is now back on track under the new name of Future Tactics: The Uprising. It's out in the US in April – we'll have more for you on this game in the coming months



Seen Peach singing Celine Dion 'classics' on Stars in their Eyes? Mario showing off his prize parsnips on the regional news? Let us know...

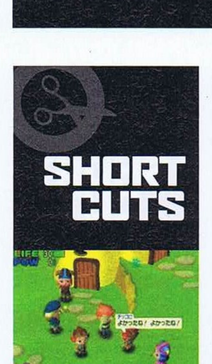


WRITE TO LAKITU'S LENS, **NGC**, 30 MONMOUTH STREET, BATH, BA1 2BW

Christine Munro from Salford is this month's winner with a clip from 'Grim and Evil' showing kids playing President Evil on the – get this – Lamecube! Ha ha ha ha Lame! Haha Cube! Haha. Genius

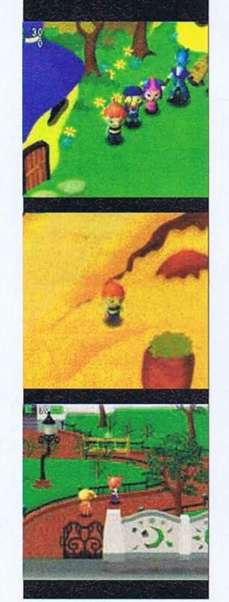
Successful entries sent with picture evidence will win a GC game

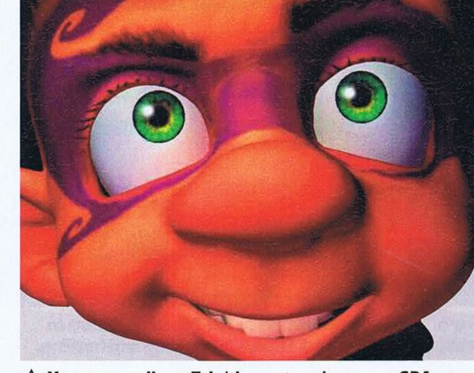
SHORT CUTS



'MYSTERY' RPG – FIRST SCREENSHOTS

We showed you some very distinctive artwork for a strange mystery RPG back in **NGC**/90. Called *Homeland*, it follows the adventure of a young boy and girl who get trapped in a strange world. We've managed to get hold of some screenshots of the game in action. It has a very colourful, cutesy style – we'd describe it as a cross between *Animal Crossing* and *Giftpia*. Unfortunately, just like those two much-wanted games, it's doubtful we'll ever see it make its way over here. Still... you never know...





△ You may well see Tak 'the cartoon' on your GBA soon.

GBA TV

Handheld video playback...

We've been banging on about GBA-video playback for Yoshi knows how long – and every time we tell you about it, the companies pushing the technology fall silent about it. So it's with some trepidation, then, that we inform you that Majesco have secured approval to release their GBA video technology in Europe.

Majesco's product allows GBA owners to watch 45 minutes of quality video on through a standard cartridge format. The technology is already on its way in the states, where Nickelodeon have already agreed to release episodes of their popular cartoons.

MISSED YOUR EON TICKET DID YOU?!

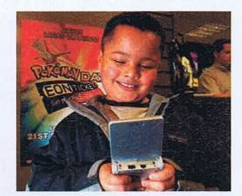
We'll tell you how to get those dew-spewing Pokémon...



On the 21st of February, Pokémon fans queued up for hours to download their EON ticket at events held in Gamestations across the country. This ticket allows you to travel to Southern Island in *Pokémon Ruby* and *Sapphire*, where you can find the extremely rare and mysterious Pokémon Latias and Latios. Once you've got them in your sights, you can stuff them into a tiny metal orb no bigger than your fist, whereupon you can call upon the imprisoned endangered species to do your bidding in battle. Charming.

Now, we imagine there'll be plenty of **NGC** readers who missed out on the chance to catch these Pokémon, so we're going to give you a hand. Either you can find someone kind enough to share the EON ticket with you or you can cheat by visiting page 98 of this very issue.





△ Shiny happy people playing with their EON tickets.

CRYSTAL COMPETITION

NINTENDO GIVE AWAY FREE MULTIPLAYER RPG GOODIES



△ Getting your mates round your house for a marathon *Final Fantasy* session is major hassle. For the rest of us there's *Phantasy Star Online*.



What do you mean you can't afford to play *Final Fantasy: Crystal Chronicles*? Haven't you persuaded all of your friends to spend £100 on a GBA SP and link cable yet? Blimey! That's the kind of money Kittsy finds down the back of his sofa!

Well, when you peasants aren't leaving barn doors open or rolling around in filth, eating mud and begging for turnips, you might like to consider entering this compo. We've got a Gamecube, a GBA SP, a copy of *Final Fantasy: Crystal Chronicles* and three link cables to give away. We've also got a further two copies of the game for a couple of runners-up.

All you need to do for a chance to win them is answer the following question...

Which race in *Final Fantasy: Crystal Chronicles* is the most effective for melee combat?

a) Selkie
b) Clavat
c) Liltie

Answers on a postcard to
'Crystal Competition'
NGC Magazine
Future Publishing
30 Monmouth St
Bath
BA1 2BW

All entries must be arrive in our office by the 22nd of April.

SOUL CALIBUR THE MOVIE?! It seems Anthem Pictures have picked up the rights to produce a film of Soul Calibur – whether or not we'll actually see anything come of it remains to be seen, as the same company also hold the rights to produce a film of Metroid. We're not holding our breath.

COLOSSEUM CONFIRMED Blimey! Pokémon Colosseum's out sooner than we expected, with a release date of 14th of May. Get down… and prepare to BOOGIE!


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NGC





INDEPENDENT NINTENDO GAMING

Java Games



Nightmare™ Creatures

Time to face your worst nightmare!
Category: Beat'em All

PHONE MODEL	GAME CODE
Nokia 3100	NGGG 8594
Nokia 3300	NGGG 8291
Nokia 6100	NGGG 1569
Nokia 6610	NGGG 8821
Nokia 6800	NGGG 3801
Nokia 7210	NGGG 6958
Nokia 7250	NGGG 4522
Nokia 3510i	NGGG 4050
Nokia 5100	NGGG 8332

XIII

Will you penetrate the mystery?
Category: Action / Shooter

PHONE MODEL	GAME CODE
Nokia 3100	NGGG 2431
Nokia 3300	NGGG 2112
Nokia 3510i	NGGG 2953
Nokia 3650	NGGG 2331
Nokia 5100	NGGG 3410
Nokia 6100	NGGG 4183
Nokia 6610	NGGG 8415
Nokia 7210	NGGG 4041
Nokia 7250	NGGG 9985
Nokia 7650	NGGG 3562
Nokia N-Gage	NGGG 4068
Sagem My V-65	NGGG 2948
Sharp GX-10	NGGG 6384
Sharp GX-20	NGGG 2009

Planet Zero™

A handful of chaos!
Category: Shoot

PHONE MODEL	GAME CODE
Nokia 3100	NGGG 9330
Nokia 3300	NGGG 2820
Nokia 3410	NGGG 1394
Nokia 3510i	NGGG 8103
Nokia 3650	NGGG 7466
Nokia 5100	NGGG 1158
Nokia 6100	NGGG 8833
Nokia 6610	NGGG 1935
Nokia 6800	NGGG 5811
Nokia 7210	NGGG 6954
Nokia 7250	NGGG 4109
Nokia 7650	NGGG 8999
Nokia N-Gage	NGGG 9220
Sharp GX10	NGGG 8813
Siemans M50	NGGG 7337
Siemans M55	NGGG 1341
Siemans S55	NGGG 6296

Picture Messages



NGM86953


NGM86952



NGM86951


NGM86950



NGM86645



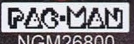

NGM86640


NGM86639


NGM86634


NGM86631

Logos

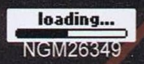


NGM26800


NGM26801



NGM26802



NGM26349



NGM26347



NGM26339


NGM26338


NGM26334

namco
NGM26803

Ringtones & Real Sound Tones

CHART TONES OLD AND NEW

Hits		Poly	Mono
Black Eyed Peas	Where Is The Love	NGP 79667	NGM 45200
Beyonce Knowles	Crazy In Love	NGP 79237	NGM 45201
Sean Paul	Get Busy	NGP 79019	NGM 45202
DJ Sammy & Yanou	Feat Do Heaven	NGP 76994	NGM 45203
Evanescence	Bring Me To Life	NGP 79119	NGM 45204
Coldplay	Clocks	NGP 78160	NGM 45205
White Stripes	Seven Nation Army	NGP 78921	NGM 45206
Blu Cantrell	Breathe	NGP 79290	NGM 45207
Basement Jaxx	Lucky Star	NGP 76922	NGM 45208
Beyonce	Me,Myself+I	NGP 76946	NGM 45209
Kylie	Slow	NGP 75079	NGM 45210

Hip Hop		Poly	Mono
Obie Trice	Got Some Teeth	NGP 74137	NGM 45211
R Kelly	Ignition	NGP 79043	NGM 45212
Jay Z+Pharrell	Excuse Me Miss	NGP 79011	NGM 45213
Busta+Mariah	I Know What You Want	NGP 79117	NGM 45214
DMX	Where the Hood at	NGP 72774	NGM 45215
50 Cent	PIMP	NGP 70566	NGM 45216
50 Cent	In Da Club	NGP 77949	NGM 45217
Eminem	Cleaning Out My Closet	NGP 76327	NGM 45218
Puff Daddy	Missing U	NGP 77638	NGM 45219
Eminem	Lose Yourself	NGP 77915	NGM 45220
50 Cent	21 Questions	NGP 79236	NGM 45221
Eminem	Without Me	NGP 75782	NGM 45222
DMX	X Gonna Give it to Ya	NGP 79012	NGM 45223

Rock		Poly	Mono
The Darkness	I Believe In A Thing Called Love	NGP 79744	NGM 45224
ACDC	For Those About To Rock	NGP 77763	NGM 45225
Motorhead	Ace of Spades	NGP 77103	NGM 45226
Aerosmith	Walk This Way	NGP 79066	NGM 45227
Europe	Final Countdown	NGP 75655	NGM 45228
Stone Roses	Fools Gold	NGP 70917	NGM 45229
Guns N Roses	Sweet Child o Mine	NGP 72161	NGM 45230
Led Zeppelin	Kashmir	NGP 79267	NGM 45231
Meat Loaf	Bat Out of Hell	NGP 70630	NGM 45232
Van Halen	Jump	NGP 75137	NGM 45233
Iron Maiden	Rain Maker	NGP 76948	NGM 45234
Beatles	Hey Jude	NGP 70022	NGM 45235
Black Sabbath	Paranoid	NGP 77099	NGM 45236

Dance		Poly	Mono
XTM	Fly on the Wings of Love	NGP 79164	NGM 45237
Bhangra Knights	Husan	NGP 79039	NGM 45238
UD Project	Summer Jam	NGP 72358	NGM 45239
Benni Bennassi	Satisfaction	NGP 79255	NGM 45240
Love Inc	You're A Superstar	NGP 77432	NGM 45241
Ganga Kru	Super Sharp Shooter	NGP 72859	NGM 45242
Jaimeson	Complete	NGP 79746	NGM 45243
Tomcraft	Loneliness	NGP 78802	NGM 45244
Ultrabeat	Pretty Green Eyes	NGP 79790	NGM 45245
Kylie	Can't Get You Out of my Head	NGP 74005	NGM 45246

Classic Game Tones

Classic Games	Poly
Batman Returns	NGP 77129
Castlevania 4	NGP 77509
Desert Strike	NGP 77740
Donkey Kong Country	NGP 77751
Final Fantasy 7	NGP 77887
Killer Instincts	NGP 78368
Mega Man X	NGP 77936
Ridge Racer	NGP 77972
Sim City	NGP 78298
Sonic The Hedgehog	NGP 78233
Street Fighter	NGP 78317
Super Mario Cart	NGP 77913
Super Mario World	NGP 78293
Tekken 2	NGP 78373
Zelda - A Link To The Past	NGP 77910
Worms 3D	NGP 71691
Total Club Manager 2004 version 2	NGP 71689
Total Club Manager 2004 version 1	NGP 71688
Tiger woods PGA Tour 2004 Version 1	NGP 71687
Pro Evolution Soccer 2 Version 1	NGP 71686
Pro Evolution Soccer 2	NGP 71685
Grand Theft Auto	NGP 71683
Getaway	NGP 71682
Fifa Football 2004 Version 3	NGP 71680
Fifa Football 2004 Version 2	NGP 71643
Fifa Football 2004 Version 1	NGP 71641

REAL SOUND TONES	Poly
Pig Snort	NGP 79184
Monkey	NGP 79181
Machine Gun	NGP 78687
Heavy Machine Gun	NGP 78675
Fart	NGP 72718
Long Fart	NGP 79880
Bruce Lee Fighting	NGP 79205
Gargle	NGP 72982
Punch	NGP 79359
Burp	NGP 79879

TONE MADNESS

TV	Poly	Mono
Only Fools + Horses	NGP 70117	NGM 45247
Muppets Mahna Mahna	NGP 78378	NGM 45248
Miami Vice	NGP 76079	NGM 45249
Professionals	NGP 70119	NGM 45250
Starsky+Hutch	NGP 76868	NGM 45251
Minder	NGP 70752	NGM 45252
Danger Mouse	NGP 76368	NGM 45253
Steptoe+Son	NGP 70582	NGM 45254
Scooby Doo	NGP 70123	NGM 45255
Top Cat	NGP 70380	NGM 45256
Simpsons	NGP 70441	NGM 45257
A-Team	NGP 76230	NGM 45258
Muppet Show	NGP 70114	NGM 45259
Match Of The Day	NGP 70255	NGM 45260
Banana Splits	NGP 76355	NGM 45261

Movies	Poly	Mono
Great Escape	NGP 70092	NGM 45262
James Bond	NGP 70340	NGM 45263
Rocky	NGP 70561	NGM 45264
Godfather	NGP 70291	NGM 45265
Exorcist	NGP 70284	NGM 45266
Halloween	NGP 75961	NGM 45267
Bev Hills Cop	NGP 77032	NGM 45268
Ghostbusters	NGP 70089	NGM 45269
Deliverance	NGP 70711	NGM 45270
Matrix	NGP 75713	NGM 45271
Mission Imp	NGP 70111	NGM 45272

Screensaver



NGP50003

How To Order

(All products are available on selected phones please check Terms and conditions for compatibility)

abc
NGP76355
Nokia
OPTIONS CLEAR

Just Text The Code

SELECT NUMBER
84600
OK CLEAR

Send It To 84600

PRODUCT RECEIVED!
SAVE

Once Its Delivered Save It To Your Phone

To order a mono tone or Java game text the item code to 84600 Eg. Text **NGM45251** to **84600**

To order a Real sound tone or Polyphonic tone text the item code followed by your phone manufacturer to 84600. Eg. TEXT **NGP76355 NOKIA** to **84600**

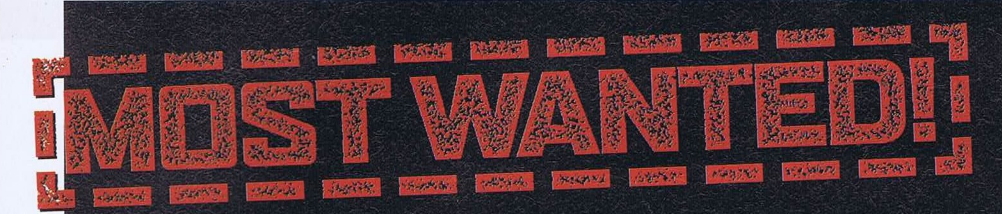
Terms and Conditions

All ringtones, real sound tones, logos and picture message PSMS orders cost £4.50 including VAT. (3x£1.50 messages). Compatible phones for Polyphonics include: Nokia N Gage, 8910i, 7650, 7250i, 7250, 7210, 6800, 6610, 6600, 6220, 6200, 6100, 5100, 8530, 3510i, 3300, 3100, Panasonic GD87, Sharp GX10, GX10i, GX20, Siemens S55, Sony Ericsson T68i, T68, T610, T31. Compatible phones for mono tones, logos and picture messages include: Nokia 3210, 3310, 5510, 6110, 6190, 6210, 6250 NK702, 7110, 8210, 8310, 8810, 8850 8890, 9110i, 9210. Sagem MC 930, 936, 940,942, 946, 949, 950, 952, 959(R), Ericsson T68i. Compatible phones for Real Sound Tones include:
Nokia N Gage, 3300, 3650, 6220, 6600, 7650. Samsung SGH-A800, SGH-R620, SGH-5100, SGH-6300, SGH-T100, SGH-V200.
All Java game PSMS orders cost £6.00 including VAT (4x£1.50 messages)

- The Item you order must be capable of being received on your mobile phone. Please note that not all mobile phones allow the storage of every Item sold.
- Items can only be sent if your phone is on 02, T-Mobile, Vodafone or Orange network.
- You are able to access WAP services (for specific Items that require WAP to be used to retrieve them to the mobile phone) or any related transmission system

By ordering via Premium Reverse Billed SMS ("PSMS") you agree to the order amount being charged directly to your mobile phone account. This amount will be deducted by your network operator at the time of ordering therefore you must ensure you have sufficient credit on your phone. When ordering via PSMS, you agree to incur any additional costs related to sending SMS messages to trigger the order. You must be 16 years or over to use this service.
For further information contact info@poptext.com
All downloads are provided by Inspired Broadcast Networks, 1-7 Livonia Street, London. W1F 8AD. Helpline telephone number: 08718724788

DISAGREE WITH MOST WANTED? Then email us at **ngc@futurenet.co.uk** or write to us at **NGC**, 30 Monmouth Street, Bath, BA1 2BW and tell us the three games you're most looking forward to. Every month, we'll tally up the scores on the doors and change the list accordingly.



Adding up the scores and accounting for taste, that's what this page does.



1 NINTENDO DS

It's still filling our mailbag and inbox more efficiently than any other topic. Not all your correspondence has been – *how can we put it?* – warm to the idea of a 'novelty' Nintendo system. But the vast majority of you are keeping an open mind. Thumb your way on over to page 22 for the best of this month's DS news and rumour-murdering. Keep those letters coming…

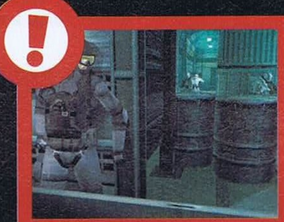
UK	US	JAPAN
2004	2004	2004



2 HARVEST MOON

UK	US	JAPAN
26 MAR	OUT NOW	OUT NOW

If you bought this copy of **NGC** the day it hit the shops (24th March), or you're standing in the newsagent flicking through it, just think – you've only got two short days until the moon is full! Or… well… brand new *Harvest Moon* goes on sale. You won't be disappointed.



! METAL GEAR SOLID

UK	US	JAPAN
26 MAR	OUT NOW	OUT NOW

If you bought this copy of… hang on. *Another* game that's out on the last Friday of March, and it's climbed up your Most Wanted charts. Don't miss our in-depth guide this issue…

SEE PAGE 86



4 RESIDENT EVIL 4

UK	US	JAPAN
2005	2004	2004

Despite amazing new images of *Resi 4* being revealed, it slips another place down the listings. We put that down to the fact that, understandably, you're looking forward more to two great games that are just about to hit the shelves rather than one in 2-0-0-5…



5 POKÉMON COLOSSEUM

UK	US	JAPAN
14 MAY	OUT NOW	OUT NOW

Fight! Fight! *Fight!* Kick his feet in! Squirt some water at him! HYPNOTISE HIS SORRY FACE! The mighty Pokémon machine's humming into life again. Review coming next issue…



6 ZELDA FOUR SWORDS+

UK	US	JAPAN
TBC	TBC	OUT NOW

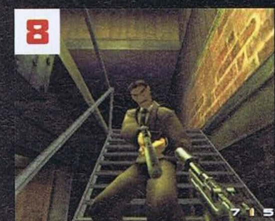
As you read this, Japanese Nintendo gamers are tucking into their next portion of hot *Zelda* pie, courtesy of Nintendo's GBA/GC link-'em-up. Big import review ready next issue…



7 STARFOX 2

UK	US	JAPAN
TBC	TBC	TBC

Rumours of a June release in the US and what could only be called a spam email campaign to the **NGC** office sees Namco/Nintendo's shooter rocket up to number 7. A new version'll be up and playable at E3 in May, but we can't see this slipping out this side of the summer…



8 TIMESPLITTERS 3

UK	US	JAPAN
2005	2005	TBC

No surprise to find 'Dr Doak's' next installment in the TimeSplitters series debuting in the Most Wanted charts within the top ten. Question is, will Free Radical's *Second Sight* or EA's *GoldenEye 2* be doing the same next issue..?



9 KILLER 7

UK	US	JAPAN
2005	2004	2004

Like *Resi 4*, *Killer 7's* appeal is waning (just a touch, mind) thanks to the maddening 2005 release date. We could take the laid back, 'fair' view that, hey, we'd like Capcom to take the extra time to get it right, but… it's out in the States and Japan this year. Gah!



No.	Game	Comment	UK	US	JAPAN
10	METROID PRIME 2	Still at number ten. Yes!	TBC	TBC	TBC
11	MARIO 128	He's still here, an' all…	TBC	TBC	TBC
12	CUSTOM ROBO	We take this apart next issue.	TBC	10 MAY	OUT NOW
13	DONKEY KONGA	Ape drum-mania.	TBC	10 MAY	OUT NOW
14	MARIO TENNIS	No firm release date yet.	TBC	TBC	TBC
15	MARIO GOLF	Plumbers love this kinda thing.	18 JUN	OUT NOW	OUT NOW
16	PIKMIN 2	Watch it leap up the charts.	TBC	TBC	29 APR
17	SYMPHONIA	A non-mover at 17. Cool.	TBC	1 APR	OUT NOW
18	STARCRAFT: GHOST	Our money's on a Sept release.	TBC	TBC	TBC
19	SPLINTER CELL: PT	Sam Fisher's almost back.	TBC	TBC	TBC
20	SPIDER-MAN 2	Should be good, this…	9 JUL	28 JUN	TBC
21	PSO III C.A.R.D.	And it's staying here. Yes.	TBC	TBC	OUT NOW
22	GEIST	A Nintendo FPS. Hear that?	TBC	TBC	TBC
23	THE MOVIES	Sound the new entry siren!	2005	TBC	TBC
24	UNITY	Sneaking up at the end. Almost.	TBC	TBC	TBC
25	M:I 2	Don't get too excited…	2 APR	OUT NOW	TBC

WRITE TO… MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK

ULTRA RELEASE LIST

The latest on every Nintendo system game in development – updated monthly!

UK RELEASES

The most accurate listing available – although be aware that slippages can occur. All titles Gamecube unless otherwise stated.

MARCH

Date	Title	Publisher
26	Boktai (GBA)	Konami
26	Dragon Ball Z: Taiketsu (GBA)	Atari
26	Harvest Moon: It's a Wonderful Life	Ubi Soft
26	Harvest Moon: Friends of Mineral Town	Ubi Soft
26	Metal Gear Solid: The Twin Snakes	Konami
26	R: Racing (+Pac-Man Vs)	Namco/EA
26	Scooby Doo 2 Monsters Unleashed (GBA)	Sega/THQ
26	Shining Soul 2 (GBA)	Sega/THQ
26	Splinter Cell: Pandora Tomorrow (GBA)	Ubi Soft
26	Yu-Gi-Oh! World Championship Tournament 2004	Konami
TBC	Bad Boys II	Empire
TBC	Haunted Mansion	TDK/Take2
TBC	Super Collapse! II (GBA)	Majesco

APRIL

Date	Title	Publisher
2	Mission: Impossible Operation Surma	Atari
2	Pool Paradise	Ignition
9	Pokémon Channel	Nintendo
30	Metroid: Zero Mission (GBA)	Nintendo
TBC	Goblin Commander: Unleash the Horde	Jaleco
TBC	Shining Force: Resurrection of the Dark Dragon (GBA)	Sega/THQ
TBC	Teenage Mutant Ninja Turtles	Konami
TBC	World Championship Pool 2004	Jaleco

MAY

Date	Title	Publisher
14	Pokémon Colosseum	Nintendo
28	Harry Potter and the Prisoner of Azkaban	EA
28	Harry Potter and the Prisoner of Azkaban (GBA)	EA
TBC	Serious Sam: Next Encounter	Take 2
TBC	Serious Sam Advance (GBA)	Take 2

JUNE

Date	Title	Publisher
18	Mario Golf: Toadstool Tour	Nintendo
18	Mario Golf: Advance Tour (GBA)	Nintendo
18	Shrek 2	Activision
18	Shrek 2 (GBA)	Activision
25	Crash Bandicoot: Fusion (GBA)	Vivendi
25	Spyro: Fusion (GBA)	Vivendi

JULY

Date	Title	Publisher
9	Spider-Man The Movie 2	Activision
9	Spider-Man 2 The Movie (GBA)	Activision
TBC	Catwoman	EA
TBC	Catwoman (GBA)	EA

SEPTEMBER

Date	Title	Publisher
TBC	Starcraft: Ghost	Vivendi

OCTOBER

Date	Title	Publisher
TBC	Shark Tale	Activision
TBC	Shark Tale (GBA)	Activision

TBC 2004

Title	Publisher
Animal Crossing 2	Nintendo
Baten Kaitos	Namco
Call of Duty: Finest Hour	Activision
Custom Robo	Nintendo
Custom Robo GX (GBA)	Nintendo
Donkey Konga	Nintendo
Donkey Kong Country 2 (GBA)	Nintendo
Extreme Force	Namco
Fantastic Four	Activision
FIFA 2005	EA
Fire Emblem (GBA)	Nintendo
F-Zero: Legend of Falcon (GBA)	Nintendo
Game Zero (Working Title)	Zoo
Geist	Nintendo
GoldenEye 2	EA
Good Cop Bad Cop	Revolution
Good Cop Bad Cop (GBA)	Revolution
Hamtaro: Rainbow Rescue (GBA)	Nintendo
The Incredibles	THQ
The Incredibles (GBA)	THQ
Lemony Snicket's A Series of Unfortunate Events	Activision
Lemony Snicket's A Series of Unfortunate Events (GBA)	Activision
Madden NFL 2005	EA
Mario Tennis	Nintendo
Mario Tennis (GBA)	Nintendo
Masters of the Universe He-Man: Defender of Grayskull	TDK/Take2
Mega Man Battle Network 4 (GBA)	Capcom
Mega Man X Command Mission	Capcom
Metroid Prime 2	Nintendo
Mario & Donkey Kong (GBA)	Nintendo
Muppets Party Cruise	TDK/Take 2
NBA Live 2005	EA
NHL 2005	EA
Nightmare Creatures	Ubi Soft
Nintendo Puzzle Collection	Nintendo
Phantasy Star Online Episode III: C.A.R.D.	Sega
Pikmin 2	Nintendo
Puyo Pop (GBA)	Sega/Atari
Rainbow Six 3	Ubi Soft
Robocop	Avalon
Samurai Jack	Sega
Scary Tales	Wanadoo
Second Sight	Free Radical
Shaman King	Konami
Sonic Advance 3 (GBA)	Sega/THQ
Space Channel 5 (GBA)	Sega/Atari
Splinter Cell: Pandora Tomorrow	Ubi Soft
Starfox 2	Nintendo
Super Mario 128	Nintendo
Tales of Symphonia	Namco
Unity	Lionhead
Virtua Fighter Cyber Generation	Sega
Wario Ware Inc.	Nintendo
X-Men Legends	Activision
Yu-Gi-Oh! Falsebound Kingdom	Konami
The Legend of Zelda GC 2	Nintendo
The Legend of Zelda: Four Swords +	Nintendo

TBC 2005

Title	Publisher
Killer 7	Capcom
Resident Evil 4	Capcom
The Movies	Activision
TimeSplitters 3	EA

US RELEASES

The most important US releases to import…





MARCH
- 25 **Judge Dredd: Dredd Versus Death** — Evolved Games
- 31 **Street Jam Basketball (GBA)** — Destination Software

APRIL
- 1 **Bejeweled (GBA)** — Majesco
- 5 **Bomberman Jetters** — Majesco
- 5 **WarioWare Inc. Mega Party Game$** — Nintendo
- 16 **Future Tactics: The Uprising** — Crave
- 20 **Shining Soul 2 (GBA)** — Atlus
- 28 **Need for Speed: Porsche Unleashed (GBA)** — Destination

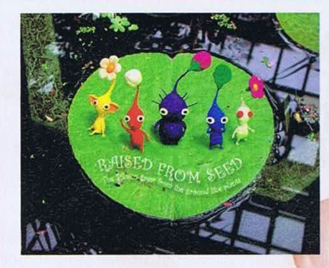
MAY
- 3 **Digimon Rumble Arena 2** — Bandai
- 3 **Mega Man Anniversary Collection** — Capcom
- 3 **Mega Man Mania (GBA)** — Capcom
- 3 **Shrek 2** — Activision
- 10 **Custom Robo** — Nintendo
- 24 **Mario and Donkey Kong (GBA)** — Nintendo

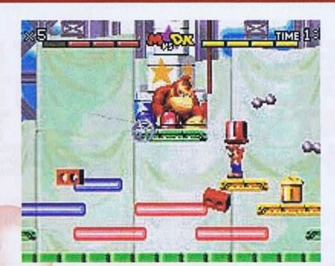
JUNE
- 8 **Micro Mayhem** — Jaleco
- 28 **Mario Golf: Advance Tour (GBA)** — Nintendo
- 28 **Spider-Man 2** — Activision

SEPTEMBER
- 15 **Metal Slug Advance (GBA)** — Playmore

JAP RELEASES

Big name Japanese future hits.





MARCH
- 24 **Puyo Puyo Fever** — Sega
- 25 **Boboboubo Boubobo: 9 Kiwame Senshi Gyagu Yuugou (GBA)** — Hudson
- 26 **Dragon Ball Z: Bukuu Tougeki (GBA)** — Banpresto
- 26 **PukuPuku Tennen Kairanban: Koi no Cupid Daisakusen (GBA)** — Marvelous Entertainment
- 26 **Rika-Chan no Oshare Nikki (GBA)** — Marvelous Entertainment

APRIL
- 29 **Mission: Impossible Operation Surma** — Atari
- 29 **Pikmin 2** — Nintendo

TBC 2004
- **BioHazard 4** — Capcom
- **Killer 7** — Capcom
- **Mario & Donkey Kong (GBA)** — Nintendo
- **Mario Tennis** — Nintendo
- **Metroid Prime 2** — Nintendo
- **Metroid: Zero Mission (GBA)** — Nintendo
- **Starfox 2** — Nintendo/Namco
- **Virtua Fighter Cyber Generation: Judgement**
- **Six No Yabou** — Sega

THESE JUST OUT!

Missed last issue? Here's NGC's pick of the freshest games around…



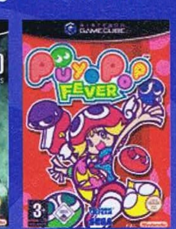
HARVEST MOON: A WONDERFUL LIFE
NGC/91 ■ 91%
A magical experience you're never likely to forget. Buy it now.



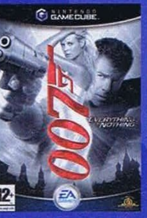
FINAL FANTASY CRYSTAL CHRONICLES
NGC/91 ■ 86%
So ambitious, it trips up on itself a few times. But still ace.



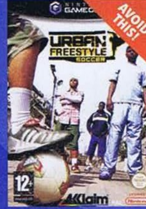
METAL GEAR SOLID: THE TWIN SNAKES
NGC/91 ■ 90%
One of the most exciting and absorbing games you'll play.



PUYO POP FEVER
NGC/91 ■ 80%
Frantic puzzle fun from those mean bean-matchers at Sonic HQ. It's not orginal, but it's the best version yet.



EVERYTHING OR NOTHING
NGC/91 ■ 68%
Patchy, at best. But at least the developers are trying to do something new with the Bond formula.



URBAN FREESTYLE SOCCER
NGC/91 ■ 17%
More 'ming' than 'bling', this tat packs loathsome characters and awful animation.



DRAGON'S LAIR 3D
NGC/91 ■ 48%
The 'one false move and you die' gameplay lives on, but now in glorius 3D. For nostalgia freaks only.



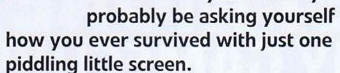
SPAWN ARMAGEDDON
NGC/91 ■ 52%
The standard lock-on/jumping fare you'll be familiar with if you've played the likes of *Blood Rayne*.

NINTENDO DS WATCH

This month's major developments in the world of the Dual Screen



While some are already spitting sour nuggets of cynicism at Nintendo's as-yet-unrevealed twin-screen system, we're a little more open here at NGC. Let's face it, the games industry's going to implode if it persists in churning out 'me-too' stealth-'em-ups. At least Nintendo have the drive to experiment with hardware that could genuinely offer unique new experiences. You just wait. In a year's time you'll probably be asking yourself how you ever survived with just one piddling little screen.



Reaction from the industry has admittedly been a little mixed. While Japanese development houses are beginning to confirm their commitment to the DS as they get to grips with development kits (more of that later), US and European response has been muted. Hell, one major UK studio hadn't even heard of Nintendo DS when probed for information by **NGC** *a full month* after the official announcement. Not good. Nintendo really need to get the dev kits out there.

You can get some positive feedback, if you go looking for it, though. "Like the ten other Game Boys I own I know I will end up buying this one too," David Perry, President and founder of Shiny Entertainment, and a member of the advisory board of the Game Developers Conference, told **NGC** this month. "I give Nintendo props for thinking outside the box," he continued, "but the nagging gamer side of my brain keeps telling me that it would prefer one GREAT machine vs two okay machines strapped together. I'd like one KILLER screen, not two okay screens.

"Nintendo is used to winning the one-horse handheld race, but now the term 'competitive handheld' is about to be redefined by Sony's PSP. So Nintendo needs to step up to the challenge, not try to sidestep it. I'm interested to see if Nintendo (after already seeing Sony's Seabiscuit) will continue to bring Pony's to the race?"

Props? Ponies? Time for some sense talk. Although they're not currently involved in handheld development, **NGC** pushed Free Radical Design – home of the men who nurtured *GoldenEye* and the *Timesplitters* series – for their opinion on DS. "I feel compelled to take a sceptical view," FRD's Director Steve Ellis told us. "I'm not sure what you'll be able to do with DS that you really couldn't do with a simple split-screen on traditional hardware. Also, I wouldn't count having two processors as a plus, particularly for a handheld – it just complicates what would normally be fast and cheap development."

Interesting times. We're sure that by May, when the world gets its first glimpse of DS, everyone will be vocal in their support…

> **"THE GAMER SIDE OF MY BRAIN KEEPS TELLING ME IT'D PREFER ONE GREAT MACHINE VS TWO OKAY MACHINES STRAPPED TOGETHER"**

MIYAMOTO ABSURDITY RATING 3/5 — MIYAMOTO ANTICIPATION RATING

RATING
We've rated each DS rumour for idiocy, and each developer's level of fervour (using NGC's unendorsed 'Moto Scale™).

RUMOUR CONTROL

Up-to-the-latest web-guff and nonsense-peddling papped by the NGC hammer of truth.



IT'S BACKWARDS COMPATIBLE

The likelihood: Yeah, *'course it is.* Even though Nintendo have pointed out that DS is their third leg (or something) and'll be marketed independently of GBA, with the true successor to the existing machine being "developed separately from Nintendo DS". It would be a backwards step (*very clever – Ed*) for Nintendo to announce that you can play all your old GBA games on the cutting-edge double-screen system. Unless, of course, the screens act in tandem to produce one much bigger view and… hang on, even we're talking ourselves round here. The only way that this'll happen is if Nintendo take the surprisingly short-term view that they might as well cash in on the huge existing GBA 'ownership base'. Surely not?



DS IS JUST A TEST RUN FOR GBA2

The likelihood: When Nintendo president Satoru Iwata told the Kyoto Shimbun newspaper in January that "It's okay if ten percent of the people say the product is 'interesting'" he stoked up mild speculation that Nintendo are using DS as a test run for the technology to be seen in the next-gen GBA. That's a hell of an expensive test run. Of course, Iwata also spilled that their new product "should be a hint to the next generation of hardware" to Japan's Mainichi Shimbun newspaper. Yes, maybe DS is a hint to the next GBA. Or maybe the

AND WIRE NOT..?

Nintendo all-set to include wireless connectivity in DS?

Japanese website Mainichi Interactive recently published an interview they carried out with Nintendo's President Satoru Iwata prior to the official announcement of DS. In it, he hints at the possibility of wireless connectivity for their new portable system. "The innovative machine has a short-range networking capability," he confirms. "It will introduce a refreshing new experience if it's played by one person alone, but we're hoping that it will be even more fun when it's played with multiple people." Naturally, he's been very careful with his choice of words – 'short-range networking' could actually mean that it require wires to link systems. But, with the likes of *Pokémon Fire Red/Leaf Green* and the Japanese *Mario Golf GBA Tour* being bundled with GBA wireless adaptors, this is surely a sign of Nintendo's commitment…

fact that you'll need two TVs to play Gamecube's successor, N5. Yes, that's much more likely.



YOU CONTROL IT WITH YOUR FEET

The likelihood: Or maybe your neck? No. Of course not. That would be really stupid. But the latest buzz 'out of Japan' is that the DS controls are finalised – and that they're "something you will not have to look down at your hands to use". Which suggests that it *might* incorporate touchscreen technology. Rumours that 'at least one' of the LCDs will indeed be touch-sensitive have been barrelling through the internet like a runaway fruit train full of lies. Many of our American friends are already claiming that this would "kick ass". Maybe Iwata's comments that it will "enable fun and movement not seen before" and that "we want to make a game that returns to the point that anyone can play it" could be interpreted as meaning a touchscreen, which acts just like a fully customisable controller… this might open up the system to those people who, y'know, just can't get their heads (or fingers) around a D-pad.



THE FIRST GAMES WON'T FEATURE ESTABLISHED NINTENDO FACES

The likelihood: Shocking rumour, this. But there might be a grain of truth in it… We know Miyamoto's working at least two pieces of DS software, and the thought of him not making use of the characters that make

GOB ALMIGHTY!

Hear this! Japanese developers speak out on DS! And once they pop, they just can't stop…

ALL ABOARD!

Which companies have already launched into DS game production?

NAMCO
As reported last issue, Japanese business paper Nihon Keizai Shimbun recently printed a quote from a Namco spokesperson, who stated that "we're not at the development stage yet, but we intend to support Nintendo DS".

KONAMI
In the same Nihon Keizai Shimbun article, Konami were quoted as saying "We can't wait for this novel game machine". Clearly, they're on board…

SEGA
In a report in Japan's Nikkei Industrial News, President of Sega, Hisao Oguchi confirmed that his company has been working on titles for DS since last year. A Sega spokesperson confirmed to **NGC** that they're "definitely keen to explore the technology. This (DS) could make certain types of games very much more playable – like RPGs and RTS style games – but action games could benefit also. Depending on the final hardware, we could see a lot of new ideas taking advantage of the new technology."

EA
No further official announcement from the dominant force in Western videogaming, other than it's a system they're 'evaluating'.

ACTIVISION
On probing their UK office, **NGC** was told that "unfortunately we're not in a position to answer any questions on this right now." We're surprised we weren't told to "wait until E3"…

THQ
At a presentation at their recent Analysts Day, while confirming a 'significant repositioning for the next generation of consoles', THQ revealed that its US GBA studio, Helixe Software will also be working on DS titles. These should be revealed at this year's E3.



Japan's weekly Famitsu videogame magazine recently surveyed some big names on the Japanese development scene to get their early impressions on Nintendo's new portable system. Masahiro Sakurai of HAL Laboratories explained that Nintendo DS has "become a constant point of discussion when we creators meet for a drink". The man behind *Tales of Symphonia*, Namco's Akira Yoshizumi, admitted that when he heard it had two screens, he "thought it would be a Game & Watch remake". Here are a few more translated comments…

YUJI NAKA
President, Sega's Sonic Team
Responsible for: Sonic, NiGHTS, Phantasy Star Online
"I've been waiting for this! I greatly sympathise with the approach taken of offering a new game play experience. The ability to play link-up games with just one Game Boy Advance cartridge was like this, and we cannot overlook this new experiment. It's from Nintendo, so it should be hardware that's fun even if you've only touched it. We'd definitely like to offer software for launch."

TOSHIHIRO NAGOSHI
President, Amusement Vision
Responsible for: Super Monkey Ball, F-Zero GX
"When I first saw it, I thought '?'. When I read the product summary, that turned into '!'. And when I saw the specs, my impression was 'This is so Nintendo'. It should give birth to new ideas for using the two screens and allow enjoyment of a new form of play experience. I'm most interested in this area."

HIROYUKI TAKAHASHI
President, Camelot
Responsible for: Mario Golf, Mario Tennis, Shining Force
One of the Takahashi brothers comments on his love of Nintendo, stating "I've been a Nintendo fan for a long time, I want to say that in spite of me not being good at the games. The reason being that while they lead in hardware and software, they have a superb stance on user friendliness. In a game industry that is feeling more and more penned in, this (DS) should open up new avenues."

SHUGO TAKAHASHI
Vice President, Camelot
Responsible for: Mario Golf etc
"With the ability to play games on two screens, we should be able to do things that were impossible up until now. From the perspective of a gamer and the perspective of a developer, this is an exciting piece of hardware. When software that makes use of the system's features arrives I'm certain that I'll be pulled in, so I'm very much excited about what kind of software will come out. I'm definitely going to E3!"

TETSUYA MIZUGUCHI
Former President of Sega UGA
Responsible for: Sega Rally Champ, Space Channel 5, Rez
"Having two separate screens is an idea that fits with the times. This is because game players' thinking is slowly heading in the direction of multitasking. More than just hardware evolution, this machine has the possibility of evolving human brain functionality, and this is why I'm paying attention to it."

KOJI 'COZY' OKADA
Exec Producer, Atlus
Responsible for: Shin Megami Tensei (Digital Devil Story)
"I have yet to see detailed specs, but I feel that with two screens and two CPUs it will be possible to create new game styles. At the same time, and this is just my personal feeling, I sympathise with the concept of taking an approach to game development that's different from current visual technology focused development. How [DS] is turned into real games should be difficult, but this type of change of ideas is needed for the industry."

KOU SHIBUSAWA
General Producer, Koei ('Kou Shibusawa' is a pseudonym for Koei's Chairman, Yoichi Erikawa)
Responsible for: Romance of the Three Kingdoms
"Even with just the specifications that are known at this point, as a creator my desire to develop for it has been greatly stimulated. I love historical games, and it seems that one screen could show the development of a full battle while another screen could show a regional battle. If something like that could be done, it seems that we could make users better feel the fun of battle. Of course, as a single gamer I'm also just excited about the appearance of a new form of play."



RUMOUR CONTROL -+- RUMOUR CONTROL -+- RUMOUR CONTROL -+-

Nintendo unique – the characters he brought to life – doesn't sit well.

Whoever's been peddling this probably got confused with a Nintendo quote doing the rounds which states that "titles on this device would have to be completely different to current games, so you won't see (Nintendo characters) in the form of simple ports…" So they'll have to be new games, not ports.

However, it's certainly worth considering the possibility that at least one of the first-party games that'll be ready for launch will be a completely fresh, non-character driven concept designed by Miyamoto to illustrate just what can be achieved with the Dual Screen. A puzzle or off-the-wall strategy game the like of which we've never seen before. Something which has the same impact as *Tetris* had on the original Game Boy's sales and reputation. Something which won't bowl people over with flashy graphics – but'll suck you in once you start playing.

MIYAMOTO ABSURDITY RATING 3/5

DS WILL FEATURE A DIGITAL CAMERA
The likelihood: Possibly, although this'd kick the price up a touch, something Nintendo are keen to avoid. They've proved their interest in this area before, though. Would the success of Sony's EyeToy drive Nintendo on to create a series of games where movement's used to control the on-screen action (remember, DS will "enable fun and movement not seen before")? We doubt it. Nintendo are trend-setters, not followers. Some sort of motion-sensing device built into the system, now that seems much more likely…



DS WILL BE RISKY AND EXPENSIVE TO DEVELOP FOR
The likelihood: This comes down to the creativity of the developers. The more ambitious they are with the two-screen



Artist's impression of Nintendo DS. Good, no?

UNITED COLOURS

Don't adjust your eyes. This might not happen. Then again…

Maroon, Beige, Royal Oak, Cool-Cool Mackerel… you can see it now, can't you? As soon as we get past the initial few months of DS's life, we're sure Nintendo won't hold back on unleashing their new system in a rainbow of sharp colours. Our money's on the system starting life in red, blue or titanium. Or maybe all three. If the system doesn't in fact launch in a 'clam-shell' design (which, as you can see from our images, is the route we feel Nintendo'll take), then there needs to be some way to protect the screens – maybe it'll come in an authentic leatherette pouch (with a silky red and white cloth for buffing away those greasy finger marks). Or maybe – just maybe – it'll actually come plastered in Pokémon scat…

technology, the more time it'll take. But this could provide dividends in the long run. Unimaginative – sorry, 'commercially astute' – types will follow Nintendo's suggestions to the letter, where "players will no longer be forced to interrupt game play to shift perspective, or alternating between a character's ongoing battle and a map of their environment." Hardly the "innovative advance in game interaction" we've been told to expect. Traditionally, handheld game development requires small teams and relatively little investment of time/money. Will DS change that? Word on the development circuit is that Sony's PSP is the tough machine to develop for…

MIYAMOTO ABSURDITY RATING 5/5

DS WILL HAVE A 3D DISPLAY…

The likelihood: Rumours persist that Nintendo have been talking to Sharp about TFT 3D LCD technology (they're already a member of the '3D Consortium'). Developed by Sharp Laboratories of Europe, it's a system that combines a conventional TFT LCD, incorporating a 'parallax barrier', with a Switching LCD. The former separates the light paths so that the light reaching your eyes is split into left and right views – and your foolish fat brain then creates a sense of depth and a 3D image. The Switching LCD allows 2D images to be generated. 'Handheld game machines' are listed by Sharp as one of the possible applications for the system. Yes, Nintendo are holding some kind of revelation back for E3, but this? Just think of the cost. And the fact that the screens are stacked vertically. And the fact that Nintendo are trying to create a system that returns to the roots of gaming…

FUTURE DS LINGO

What DS fanboys'll be hurling 'round the interweb before the year's out. You just watch...

MONOPLOD
Also: Uni
Cyclops
Hand Solo

Term used to describe someone who's happy to idle in the ignorance of single-screen gaming. Anyone who hasn't got their head around DS's twin-screen feature.

CHUTNEY DROOLER
Also: Tech Tramp
Spindly Wig-Hat
Gravy Brains

Someone who's more concerned with discussing bump-mapping and clock speed over a quiet sherry than they are talking about the games only DS makes possible.

BAD MUTTON
Also: Bent-Lemming
Doctor Legg

A gamer who chooses another 'competitive handheld' over DS based purely on some cryptically cheap looking but ludicrously expensive flyposting campaign on the London Underground.

GUMPEI-13
Also: Absolute Spooner

A gentleman who mention DS and Virtual Boy within the same sentence.

CLUFTY
Also: Jam-Spaniel
Sloth

Derogatory term for a developer who's just boshed out a lame licensed game without any genuine consideration for pushing the two-screen technology.

CACK-SLAB
A rival system played by a 'Bad Mutton'.

WAFER
Also: Jazz Biscuit
Harris

Slang term for the 'card' DS games come on.

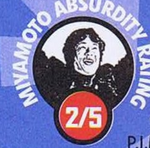
PIG WHISKERS
Also: Sloppy Jip

Dismissive phrase for Nintendo fan who dismissed DS as a novelty when they first heard about it, the GODDAMNED DISMISSER.

BRUNDLEFLY
Also: Morph
Chuckle Vision
Clooney

Term used to describe the state of disorientation experienced after spending too long staring at two separate screens. As in 'Ralph's gone a bit Brundlefly'.

-+- RUMOUR CONTROL -+- RUMOUR CONTROL -+- RUMOUR CONTROL



NINTENDO DS WILL SUPPORT VIDEO PLAYBACK

The likelihood: In a recent US analyst report, P.J.McNealy of American Technology Research indicated that a two-hour film crammed on a 128MB flash card had been played back on DS (although it hadn't been endorsed by Nintendo). Not entirely shocking, this, as the Game Boy Advance has already been demonstrated as being able to play back video. A GBA Movie Adaptor was released in Japan last year by AM3, with episodes of 'Detective Boy Conan' available on 32MB flash memory cards. The footage showed it had clearly been compressed and the sound wasn't inspiring. But it worked. Majesco will soon have a similar offering in the US, with a deal to release Nickelodeon cartoons for their GBA Video Pak. But it'd seem strange for Nintendo to release DS as a 'do everything' system.

MIYAMOTO ABSURDITY RATING 1/5

NINTENDO DS WILL BEAT PSP TO THE HIGH STREET

The likelihood: Dead cert. Probably the biggest DS revelation this month doesn't come from Nintendo, but from Sony. Originally scheduled to launch alongside Nintendo's mysterious new system, Sony's first portable system, PSP, has been delayed until early 2005 for Europe and North America. This has been blamed on a lack of titles being ready for the system's original launch date. This means that if Nintendo stick to their scheduled worldwide release of late 2004 for DS, they'll have the public's full attention this Christmas. Not that they wouldn't have had it before. With a unique two-screen system and Shigeru Miyamoto in the game development driving seat, it's the system that's destined to turn heads and warm hearts. All we need now is to catch a glimpse of it in action. Roll on E3...

www.kott-game.com

Knights of the Temple

Infernal Crusade


Cinematic 3rd Person Camera!


4 Supernatural divine powers!


Experience medieval swordplay!

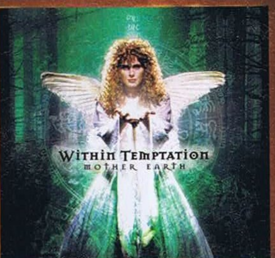

Countless cutscenes and animated events!

PC Zone, 14/01/2004
"Not since 2001´s Severance have we enjoyed a truly outstanding dose of crunching sword on bone action."

Xbox Gamer, 01/01/2004
"... plays well and is surprisingly addictive."

P2 Magazine, 10/01/2004
"Graphically Knights of the Temple impresses..."

Within Temptation
– The Music Of Your Game –



www.within-temptation.com

Europe. 12th century a.d. The Dark Ages.
It is an age of suffering and salvation...

- Use the full range of chivalric arms including sword, mace, axe and shield!
- Switch to 1st person perspective and eliminate your enemies silently and safely in the archery attack mode!
- Enjoy animation-driven physics and realistic combat with 160 hyper-realistic moves and fluent animations!
- Develop your very own hero with the innovative and unique dynamic skill system!
- Listen to an epic original soundtrack with 18 different songs!
- Challenge your friends in the 2-Player "Head-to-Head" arena combat mode!*
- Download the "Survival Mode" and defeat as many enemies as possible to enter your name in the Xbox Live Online Ranking List!**

*Sony PlayStation®2 only **Microsoft Xbox Live only





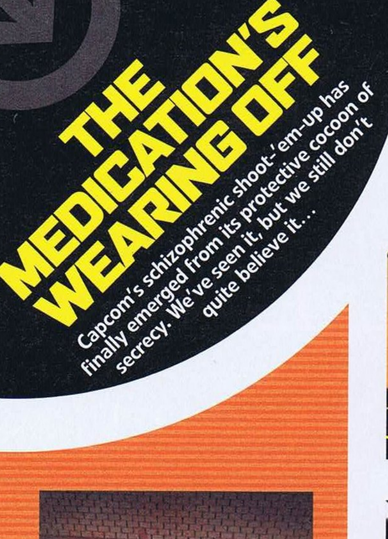


PlayStation 2



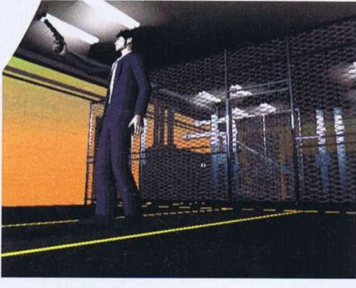




THE MEDICATION'S WEARING OFF

Capcom's schizophrenic shoot-'em-up has finally emerged from its protective cocoon of secrecy. We've seen it, but we still don't quite believe it...







△ The pistol was so heavy he had to carry it on his shoulder.

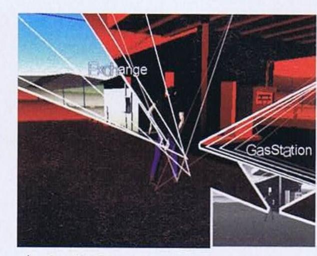


THE KNOWLEDGE

- Seven personalities contained inside one character, each with their own psychic abilities and special weapons.
- Blast cultist zombies into meaty chunks of bone and gore.
- Unique cartoon visuals.



△ Meet Coyote Smith, a man who can walk through solid objects via the power of think.



△ Ouch! Shattered glass on the screen means pain for your man.



△ There he goes again, with a gun stuck to the back of his head.

FACTFILE

Who's making it?
Grasshopper Manufacture

What have they done before?
Together With Flower And Sun (PS2)
Japan-only adventure.

KILLER 7



Seven deadly skins, one deranged old man...

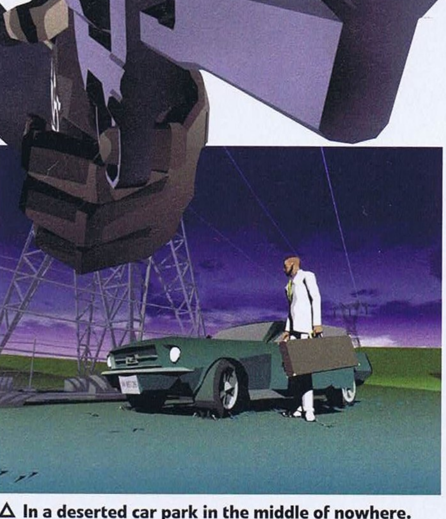
As befits a game starring the seven murderous personalities who live inside a professional assassin's head, *Killer 7* is not entirely 'normal'.

'Deranged', 'unhinged', and 'utterly mental' are three of the more printable comments we heard at Capcom's recent hands-on *Killer 7* demonstration in Las Vegas, an event that left us with almost as many questions as we had before it started.

The one thing we are completely clear on now is the storyline. You play 60-year-old Harman Smith, an unassuming Jewish gent who's actually the world's most lethal man. Inside his head roam seven split personalities, each of which can emerge and take control, transforming Harman in a physical as well as mental aspect.

Garcian Smith is the dominant personality, with the ability to spot the enemies hidden within otherwise respectable people. These enemies are the Heaven Smile, a group of people possessed by the 'crazed smile' of godlike cult leader Kun Lan, an man who may or may not be one of Harman's

> **'DERANGED', 'UNHINGED' AND 'MENTAL' ARE THREE OF THE COMMENTS WE HEARD**



△ In a deserted car park in the middle of nowhere. Think you could look any more suspicious?

BLOOD BATH

With a title like this, no wonder the game is 110% full of genuine, no-mess, no-fuss, honest-to-goodness killing.



■ Switch into the first-person view to scan an area for Heaven Smile zombies. You'll see plenty of them.



■ Once spotted, a possessed Heaven Smile victim will make it his mission to exterminate your schizo arse.



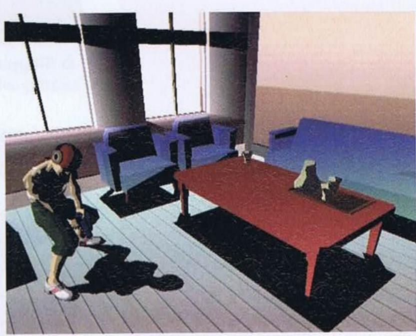
■ So you'll have to shoot him a bit. And if that doesn't persuade him to stop, shoot him some more.



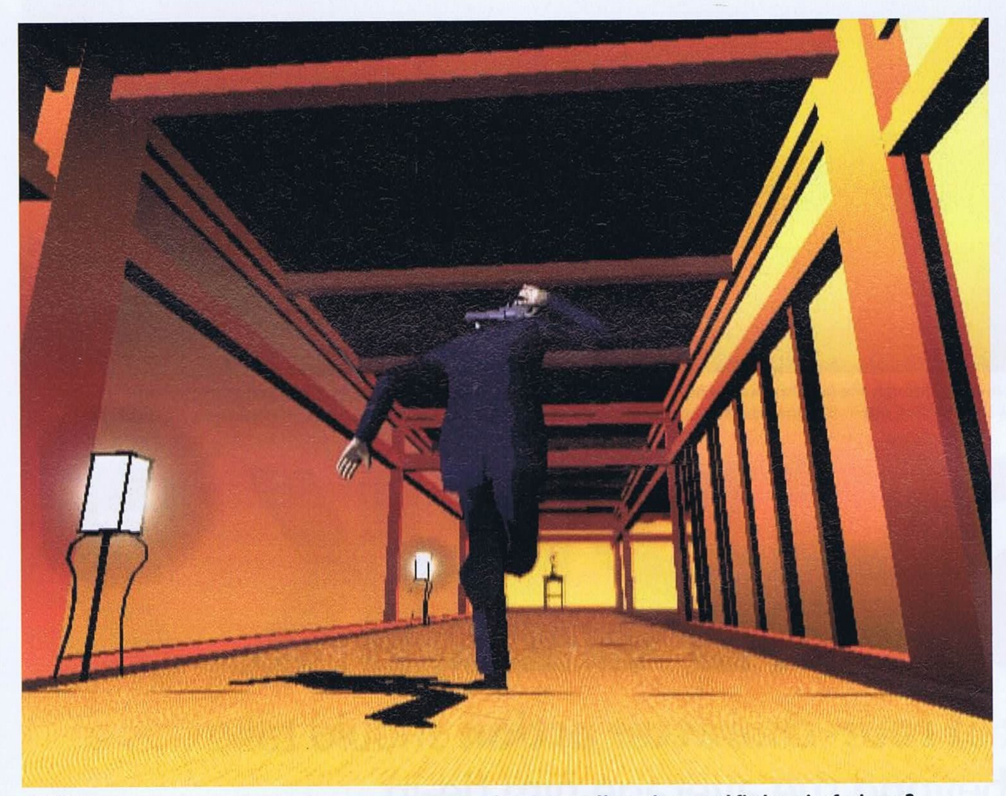
△ This is Garcian Smith, the clairvoyant personality. He's anti-violence but carries a gun.



△ Dan Smith – can change bullet trajectories.



△ Con Smith, the 14-year-old with super hearing.



△ I'll kill whoever smeared superglue over my gun. Very funny, guys. Now where can I find a pair of scissors?

personalities himself. The Heaven Smile loonies can only be unmasked by Garcian's special powers of perception.

Joining Garcian inside Harman's head is Dan Smith, a bloodthirsty killer who can divert bullets using psychokinetic abilities. You'll switch to him whenever there's any serious killing to be done.

Or you could equally take control of any other personality that bubbles to the surface during play. Coyote Smith, perhaps, a total sociopathic nutter who can walk through solid objects.

Then there's Kevin Smith (no, not that one). He has perfect night vision, glow-in-the-dark eyes, and can only travel by moving in people's shadows.

Mask de Smith is the name of the personality who wears a wrestling mask to conceal his terrible burn scars. He's resistant to fire, carries twin rocket launchers, and goes into a frenzy when he remembers his past, a bit like movie headcase Ichi The Killer.

Bringing up the rear is Con Smith, a personality who manifests as a teenage boy with incredible speed and super hearing. He likes Dan but wants to kill Coyote.

And finally there's Kaede Smith, a 20-year-old woman who doesn't realise she's just one of several personalities inside Harman's head, and consequently is in love with both Dan and Coyote.

Talk about a mixed-up old geezer. But as crazy as he may be, Harman is on a mission to save the world from the scourge of the Heaven Smile. He's the only one who can see them, let alone eradicate them from existence, and they've infiltrated all walks of life.

Looks like Harman has some serious work to do. And we've got one monster of a game plot to wrap our brains around.

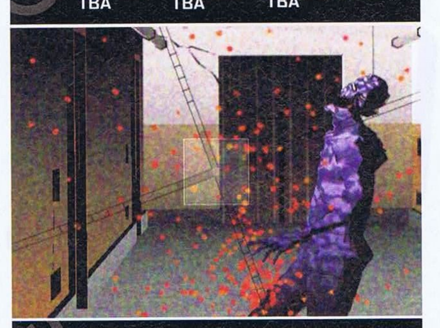
PLAY IT



So how does the actual gameplay work, then? Well, it's a combination of third-person exploration, first-person combat and some massively stylish cinematic cut-scenes. What happens is you wander from fight scene to fight scene, choosing which pathway to go down at the appropriate moment. When you encounter some suspicious people you have to zoom into the first-person view to scan them. If they turn out to be Heaven Smile, you get to shoot them into hot little bits.

NGC VERDICT

UK	US	JAPAN
TBA	TBA	TBA

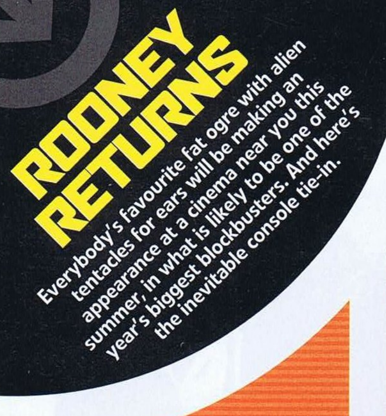


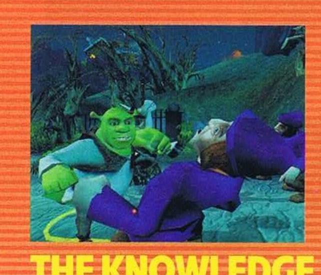
This is hugely impressive and quite unlike anything else on Gamecube. Or on any console, for that matter. Even if the shooting action is similar to previous gun games, the bizarre plot, stylish graphics and seek-and-destroy gameplay make *Killer 7* stand out as something special. One to keep an eye on, which is exactly what we'll be doing in future issues.

ANTICIPATION RATING









THE KNOWLEDGE

- **Eight characters to choose from.**
- **Control four of them at once.**
- **Or invite your mates to plug in a controller and take charge for a bit. Then if they get bored and drop out you can still carry on as though they'd never been there.**
- **Loosely based on the forthcoming Shrek 2 movie.**



FACTFILE

Who's making it?
Luxoflux

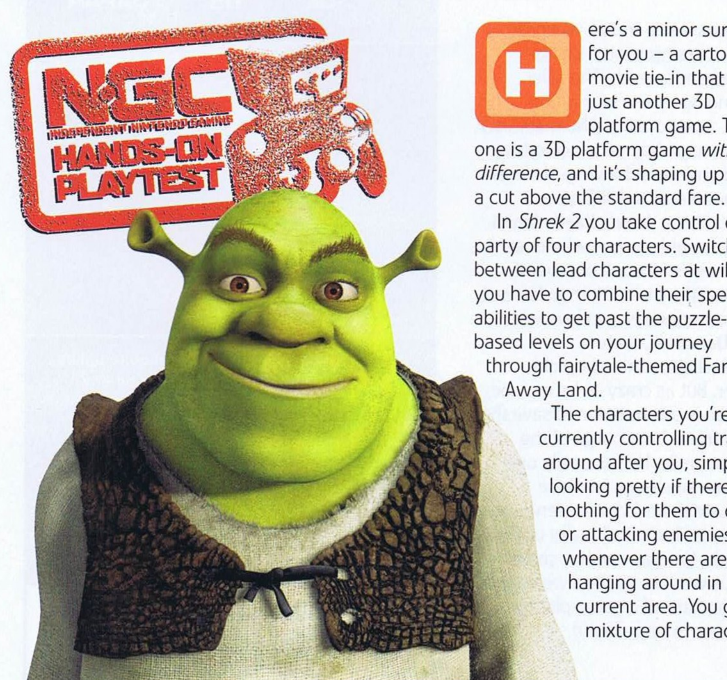
What have they done before?
Vigilante 8 (NGC/28 74%)
Futuristic car combat with loads of vehicles and some hugely destructive weapons.



△ Skipping merrily through the haunted woodland, Shrek and his unlikely companions are on a mission. We're not 100% certain exactly what that mission might be, since the Dreamworks people wouldn't let us see certain portions of the game. Do we care?

SHREK 2

A bit of four-character action should take this a step beyond the average film tie-in.



Here's a minor surprise for you – a cartoon movie tie-in that *isn't* just another 3D platform game. This one is a 3D platform game *with a difference*, and it's shaping up to be a cut above the standard fare.

In *Shrek 2* you take control of a party of four characters. Switching between lead characters at will, you have to combine their special abilities to get past the puzzle-based levels on your journey through fairytale-themed Far Far Away Land.

The characters you're not currently controlling trail around after you, simply looking pretty if there's nothing for them to do, or attacking enemies whenever there are any hanging around in the current area. You get a mixture of characters from the movie and a few fairy tale favourites, each with a specific special move.

For example, Donkey can knock down fences with his 'burro blast' kick, Fiona can slow down time for some *Viewtiful Joe* effects, and Shrek can carry huge objects. The newcomers include Puss In Boots, who has the feline power of balancing on narrow wires, and Lil' Red (as in Riding Hood) who has a basketful of apples to chuck at things. There's also Gingerbread Man, who can lure unsuspecting enemies using his own tasty flesh, and a couple of additional stars we weren't allowed to see for fear of spoiling the movie's plot – the Big Bad Wolf and a fairy godmother with gangster pretensions.

> **"GINGERBREAD MAN CAN LURE UNSUSPECTING FOES USING HIS OWN TASTY FLESH"**

We did get to see a handful of levels to demonstrate how the multi-character aspect will work. In one of them your party has to guide three blind mice through a hazardous forest, protecting them from attack while flipping between characters to overcome obstacles.

In one scene Shrek has to throw Donkey over a ravine, whereupon you switch control and use Donkey's burro blast to knock down a tree on the opposite side, allowing the rest of the party to cross the gap.

On every level one of the characters gets an individual

DID YOU KNOW? The first Shrek movie raked in more than $480m worldwide. Not a bad return on a 'mere' $50m production budget.

FAIRY TALES

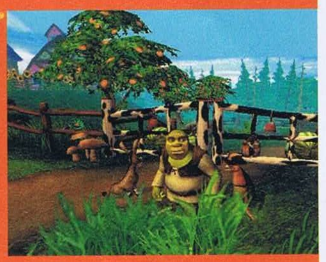
Shrek is on his way to meet the in-laws, who are unaware that he's turned their lovely daughter into an ogre...



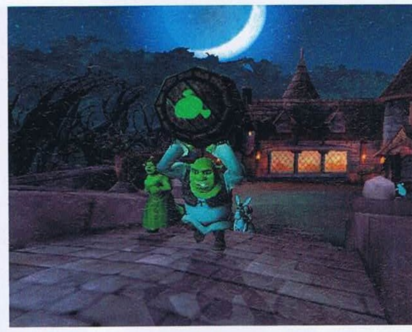
Realising that Mr & Mrs In-Law aren't going to take kindly to him, Shrek constructs a gallows.



"Please don't kill mah pappy, Shrek," moans Fiona. "It's jis' the way we was brought up!"



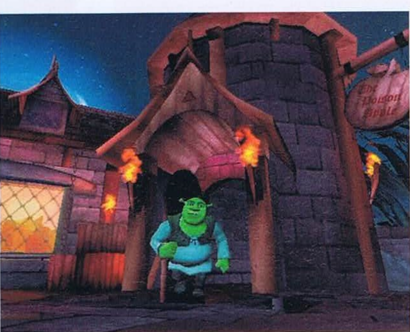
The deed done, Shrek heads home, leaving Fiona buried next to daddy.
Note: This may not actually be the plot of the movie.



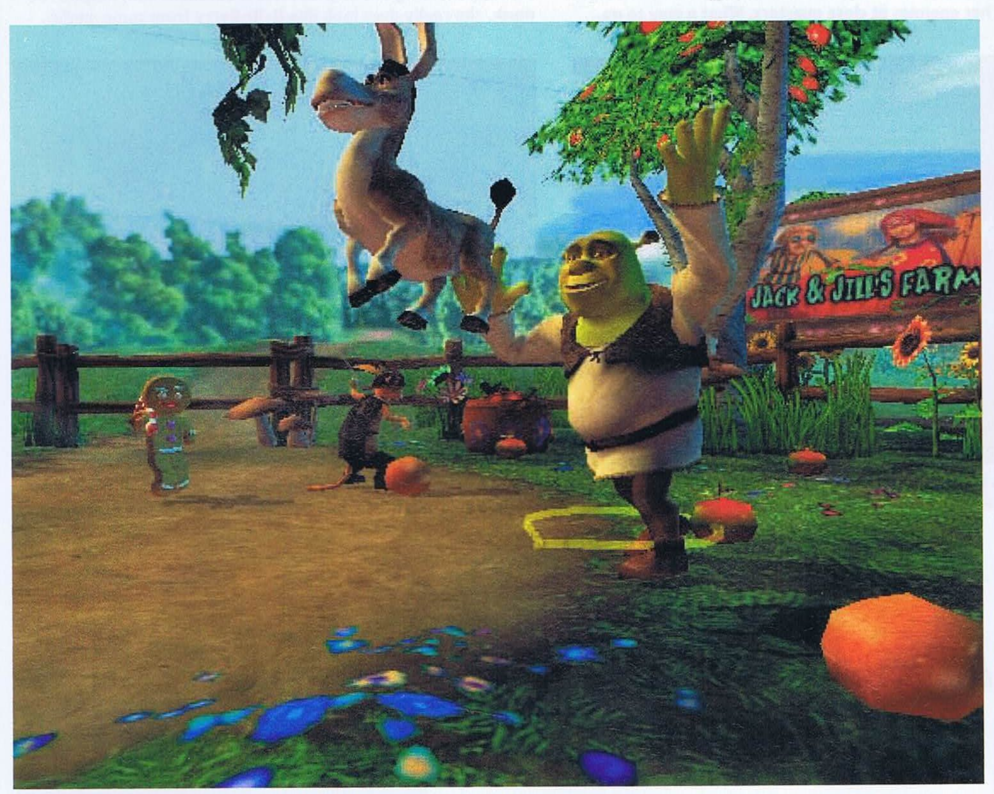
Shrek is unique in that he can steal huge barrels out of pub cellars and carry them home.



Testing some kind of ancient siege catapult.



Gets around a bit, this Shrek fella.



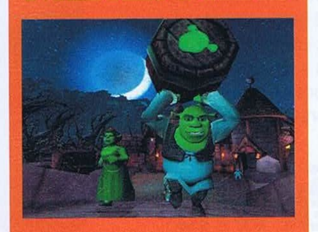
Preparing for a summer holiday in Spain, Shrek practices his donkey-tossing. You throw like a girl, Shrek.

showcase for his or her particular talents. These Hero Time sections call for a single character to do something particularly dangerous while the rest all stand by and watch. There's an airborne section in which Donkey rides a dragon (something you don't normally see outside of expensive specialist videos) and a scene with Gingerbread Man dodging tomatoes the size of cars.

The best part of the game is the hot-swap controller feature, which means up to four players can join in or drop out at any time.

Even if you're already halfway through a level on your own, there's nothing to stop your mates plugging in some extra controllers and taking charge of any of the remaining characters. With two players, each person can switch between two characters. With three players there's one character left floating for anyone to possess.

SPECIAL ABILITIES



Here we see Shrek's special talent in full effect. He can pick up and throw heavy items, which kind of makes sense when you consider he's built like a pumped-up Olympic sprinter. He can also smash stuff, although only certain items will succumb to his punching power. Other obstacles need to be tackled by other characters, either the ones in your party or people and animals you meet on the way.

It's a really nice system that blurs the boundary between solo and multiplayer gaming.

As far as graphics go, the game looks likely to live up to the movie's high visual standards. The characters look exactly like they're supposed to, with a good range of animation and facial expressions.

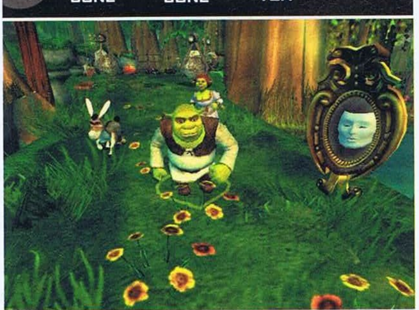
The environments are faithful to the Shrek universe too, several of them being modelled on scenes from the film – which itself is entirely computer-generated.

Voice acting is provided by the movie's official soundalikes and members of the Dreamworks crew rather than the original cast, and avid Shrek fans will easily be able to tell the difference. For most people, though, it's going to be an authentically movie-like experience and (hopefully) a surprisingly good console game.

Shrek 2 will be released to coincide with the film, in June.

NGC VERDICT

UK JUNE | US JUNE | JAPAN TBA



If you enjoy the movie's incessant fart gags (and who doesn't?) then you're definitely going to appreciate the script and visual jokes in the game. We did find that the screen can look chaotically cluttered when you've got all four characters scrapping against enemies, plus extras like the three blind mice getting in the way, but we'll probably get used to it. Probably.

ANTICIPATION RATING






1 2 3 4 5

ANIMAL MAGNETISM

Summer's coming, and that means an avalanche of blockbuster films and blockbuster film tie-ins. Currently one of the best looking is EA's Catwoman – check out these very first shots...



THE KNOWLEDGE

- Based on the upcoming film starring Halle Berry, due for release here on 6th August
- Seven locations from the film
- Fully interactive environments



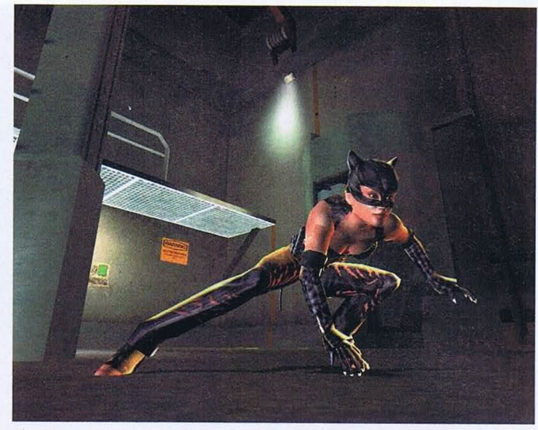
FACTFILE

Who's making it?
EA (UK)

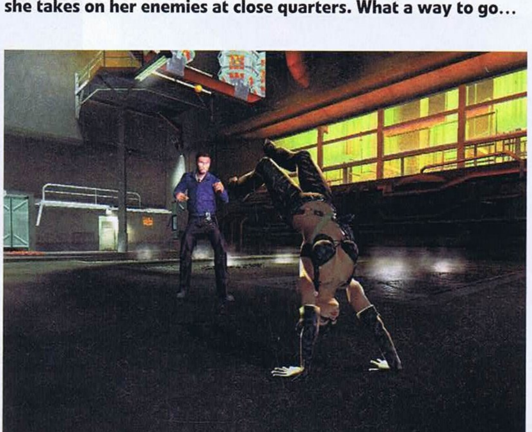
What have they done before?
Harry Potter: Quidditch World Cup (NGC/88)
Rammed with Potter details, but not a great sports game.



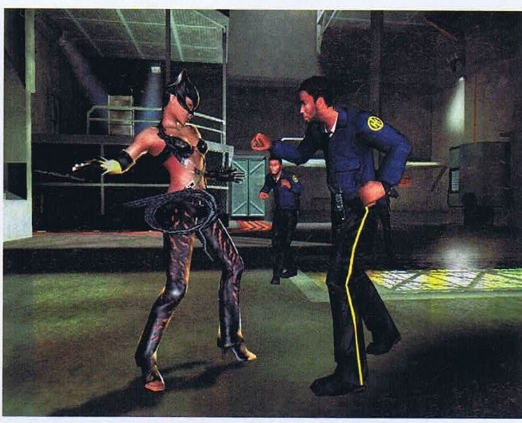
Catwoman's only real weapon is her whip – most of the time she takes on her enemies at close quarters. What a way to go...



The rendering of Patience Price is excellent and, despite the mask, she really does look like Halle Berry from some angles.



As well as bounding around with the agility of a cat, you'll get to dip into Patience's 'Cat Senses'. You can see in the dark...



... and hunt enemies by seeing footprints and smelling their trails. Her 'Sixth Sense' lets her establish threats as well.

CATWOMAN

Expect lots of movie tie-ins this summer. Here's one for action fans.



When it comes to saucy comic-book antiheroines, one wicked lady stands out from all the rest: Catwoman. Slinkier than Elektra, a little less, erm, green, than She-Hulk, Catwoman has the moves and the grace. What's more, she's a real fighter, making her the ideal candidate for her own movie and game – and she's starring in both this summer.

Halle Berry is the actress bringing Catwoman to life, and you can see from these latest screenshots just how hard EA have worked to capture her lissom likeness. Catwoman's got to leap across roofs, run up walls, crack her whip – and do it all with style. The game is being developed by the team behind the Harry Potter games, so you can be sure they've got all the experience needed to bring a blockbuster from the big screen to a home console.

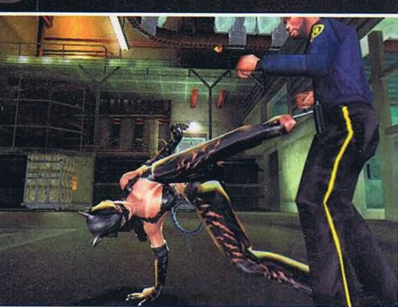
If anything's bothering us, it's that there doesn't seem to be much in the way of a storyline at present. The plot of the game and film revolves around Catwoman's alter ego, a shy woman called Patience, discovering her employer's up to no good and getting involved in all sorts of dark corporate shenanigans – shades of movie Batman Returns' Catwoman storyline there. While that might be fine for 90 minutes in a cinema, will it be enough for hours of gaming? EA say seven of the film's locations will be used in the game, too, and we hope that these bring some variety to the gameplay. The thought of another 'smash, smash, sneak, smash' game like *Hulk* really doesn't whet our appetites.

> "LEAP ACROSS ROOFS, RUN UP WALLS, CRACK HER WHIP – AND DO IT ALL WITH STYLE"



NGC VERDICT





On paper, this has got all the ingredients for a great action game – interactive environments and a stunning heroine with a wide range of moves. If the storyline's compelling enough to keep us playing, it could be a real winner. One thing's for sure: EAUK have the experience to give the fast and fur-ious feline female all the polish she deserves.

ANTICIPATION RATING








DID YOU KNOW? When she played Catwoman in Batman Returns, Michelle Pfeiffer learned to use a whip. She did the scene whipping the heads off dummies in the store in one take.



EVERY OTHER NEW GAME THAT MATTERS – EVERY SINGLE MONTH!

ROUNDUP



△ The PC games are notable for the sheer amount of enemies the game engine barfs in your face. It's not a 'thinking man's' FPS, by any means...



△ *Next Encounter* features both a four-player deathmatch and two-player co-op mode. There's a whacking great assortment of weapons for you all to experiment with.

SERIOUS SAM NEXT ENCOUNTER

Or in our case, the first...

Believe it or not, but the Serious Sam games are probably Croatia's third most famous export (after the mighty Davor Suker and Nikola Tesla, the bloke who gave his name to the unit of magnetic induction). Sam's already had *First* and *Second Encounters* on PC (in 2001 and 2002 respectively), but never ventured near a Nintendo console. So the fact that there are three 'new' time periods (Ancient Rome, Feudal China and Atlantis) to gun down invading aliens in, and 'for the first time ever', vehicles to help you in your defence of Earth from Mental and his invading forces won't mean much. But if you fancy an old-school shooter that doesn't let up, get ready to get serious...

The encounter starts this spring



△ These giant Highlander Aludran Reptiloids belch fire.





HOT NEW MOBILE ENTERTAINMENT

GBA ROUNDUP



△ There are seven Zones to visit – you can select the Acts you want to play, and in what order.

SONIC ADVANCE 3

The mammal wants to run... and run...

Oh, Eggman... does he never learn? Sonic's nemesis has only gone and used Chaos Control to shatter the world into seven parts, with plans to turn each into a Dr Eggman Empire and... well...........blimey, nodded off for a second there. Sorry. You know the score, though. Don't you? From a selection of five characters, pick your favourite – the blue one, the pink one, maybe even the dirty brown one – and choose a team-mate to use special moves and reach secret areas with. The third installment boasts a new multiplayer co-op mode and is billed as the fastest Sonic game yet. Let's hope the 'hog doesn't run out of steam...

Burning your way in the next few months...

UNITY

Space, man…



hen a 'living legend' believes his first Gamecube project "could be the game of my life", you've got to take notice. Jeff Minter – the man who breathed life into *Llamatron*, *Gridrunner* and *Tempest 2000*, among others – is still hard at work in Wales on *Unity*, his 'dream project'. Certainly, it's dream-like, taking you on journey through beautiful 3D spaces, accompanied by an audio track that synchs in with the on-screen shooting action. Blinding…

Expect *Unity*… er… soon. Yes



△ The game varies in tempo widely.



△ That's you – that white 'ship'.



△ How's that for a signature move?



△ Hit stuff, collect stuff? We'll see…

SAMURAI JACK

Sega bring stylised 'toon to life



till no confirmation of a UK release yet, but *Samurai Jack: The Shadow of Aku* is about to set America alight. Or at least give it a chop to the plums with a hoofing great sword.

Based on the Cartoon Network's series of the same name, it's a free-roaming adventure (thank the Lord – we *hate* all those restricted-roaming adventures), fat with fighting, puzzle-solving and all the trademark voice talent and other creatives from the show (which we've never seen) getting involved.

***Samurai Jack's* out in the US now**

THE MOVIES

Fresh shots of Molyneux's management masterpiece…



△ The game takes you from the birth of 'the flicks' right into the future…



his could be the 'God Sim' to end all others. Peter Molyneux – Mr Populous, as he's known round here – has created a game where you get to take over a Hollywood studio and ultimately create actual movies – not trailers as previously believed.

One of the most appealing aspects is the way that you're able to focus on your favourite 'third' of the game – building your studio, working on the careers of your stars or actually getting down to making movies – allowing you to spend more time exploring that feature and less on the areas that don't appeal.

You get to decide everything, from the 'feel' of your studio, to the people you hire to make decisions *for* you; from the style of movie you'll make (epic or B-movie), to the management of your stars' egos. There's lots to get your head 'round. Even better news is that the Gamecube version's got its own team working on it. No stinking ports here.

***The Movies* isn't due to arrive on Gamecube until next year**



△ "More violence! More storm!" This directing lark's a bloody breeze…

SPLINTER CELL PANDORA TOMORROW

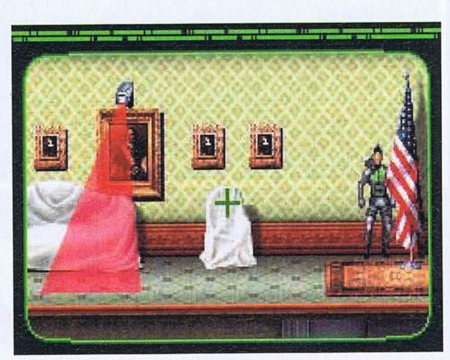


ou just can't beat a nice bit o' Clancy. Tom Clancy. Not Willie Clancy, the famous uillieann piper (although he was great). *Tom Clancy's Splinter Cell® Pandora Tomorrow™* hits the Game Boy Advance this month with the power of a two-inch freight train. The big improvement is the 'multilayer' system that allows you to hide behind objects and use shadows to your advantage…

Out 26th March – wait for our review next issue



△ Hang on a minute. Erk! A guard! A camera! Urf



△ Sam Fisher – now able to hide behind a flag!

watch itv this Spring!

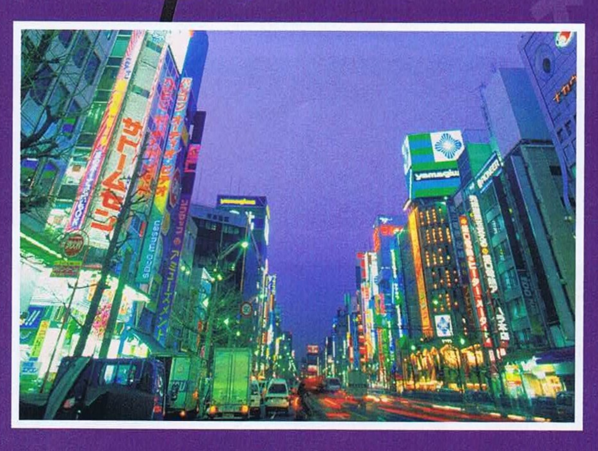


vote

Make your voice heard with the biggest poll of the nation's favourite games at www.itv.com/gamestars

play

Are you the UK's Greatest Gamer?



WIN

A FABULOUS TRIP TO TOKYO WITH GAME STARS!



www.itv.com/gamestars













NGC INDEPENDENT NINTENDO GAMING READER AWARDS

AND THE WINNERS ARE...

THE **NGC** READER AWARDS IS THE BIGGEST EVENT OF ITS KIND ON THE NINTENDO CALENDAR. HERE ARE THIS YEAR'S RESULTS, IN REVERSE ORDER...

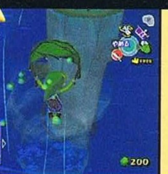


TURN OVER
To discover 2003's big winners and sad losers. We don't bother with Billy Crystal-style intros, we just get to the point. First up, Best First-Party Game...

NGC READER AWARDS

You voted, we counted… they cheered

BEST FIRST-PARTY GAME



THE LEGEND OF ZELDA THE WIND WAKER — 60% OF TOTAL VOTE

Nintendo NGC/79

Despite having a wealth of games to choose from, over half of you voted for Link's most recent outing.

NEXT BEST	
MARIO KART: DOUBLE DASH!!	18%
METROID PRIME	13%
F-ZERO GX	3%
MARIO PARTY 5	2%

CREATIVE VOTING: *Super Smash Bros Melee/Luigi's Mansion/Mario Party 4 (All three came out in 2002 in the UK. Sigh…)*

BEST PLATFORMER



WARIO WORLD — 17% OF TOTAL VOTE

Nintendo NGC/83

It's a little short, but the blend of surreal environments and portly pounding fun mean Wario has finally lived up to his boast and, er, weened. Won. Whatever.

NEXT BEST	
BILLY HATCHER	16%
VIEWTIFUL JOE	11%
SONIC ADVENTURE DX	7%
RAYMAN 3	6%

RUNNERS-UP: *Metroid Prime, Sonic Mega Collection, SMA4 (GBA)*
CREATIVE VOTING: *Mario Sunshine (2002!), Soul Calibur 2, "They all stank"*

BEST THIRD-PARTY GAME



SOUL CALIBUR 2 — 19% OF TOTAL VOTE

Namco NGC/85

With Namco's veteran scrapper and innovatively-styled newcomer *Viewtiful Joe* battling for this award, we can say without doubt that **NGC** readers like a good fight.

NEXT BEST	
VIEWTIFUL JOE	18%
HITMAN 2	11%
RESIDENT EVIL 0	5%
SKIES OF ARCADIA LEGENDS	5%

RUNNERS-UP: *Burnout 2, Worms 3D, Billy Hatcher, Tony Hawk's, XIII*
CREATIVE VOTING: *TimeSplitters 2 (2002…), Disney's Party (No, really..?)*

BEST SPORTS GAME



FIFA 2004 — 33% OF TOTAL VOTE

EA NGC/87

By far the best *FIFA* yet, and definitely the best footie sim on Gamecube, this is a deserving winner. The new Career mode and animations earned it a third of the votes.

NEXT BEST	
1080° AVALANCHE	18%
TONY HAWK'S UNDERGROUND	9%
NBA STREET VOL.2	5%
SSX3	5%

RUNNERS-UP: *Madden NFL 2004, ISS3, Tiger Woods PGA Tour 2004*
CREATIVE VOTING: *"Um…"/"None"/"They're all crap" (6% of all votes)*

BEST ADVENTURE



THE LEGEND OF ZELDA THE WIND WAKER — 66% OF TOTAL VOTE

Nintendo NGC/79

It had to be, really, didn't it? Getting over four times as many votes as its nearest rival, *Zelda* takes it.

NEXT BEST	
METROID PRIME	15%
SKIES OF ARCADIA LEGENDS	5%
PHANTASY STAR ONLINE	2%
RESIDENT EVIL 0	1%

RUNNERS-UP: *Hitman 2, Sonic Adventure DX, XIII, Pokémon Ruby (GBA)*
CREATIVE VOTING: *Spider-Man/Mystic Heroes (You love 2002…)*

BEST SHOOTER/ACTION GAME



METROID PRIME — 44% OF TOTAL VOTE

Nintendo NGC/79

At last *Metroid* finds a home. Many of you voted for it as Best Platformer and Best Adventure, but as it delivers action in spades, it's no surprise to find it winning here.

NEXT BEST	
HITMAN 2	22%
XIII	11%
TRUE CRIME	2%
ROGUE SQUADRON III: REBEL STRIKE	2%

RUNNERS-UP: *Viewtiful Joe, PN03, Resident Evil 0, Freedom Fighters*
CREATIVE VOTING: *TimeSplitters 2/Star Fox Adventures (2-0-0-2…)*

BEST RACER



MARIO KART DOUBLE DASH!! — 55% OF TOTAL VOTE

Nintendo NGC/88

Despite *F-Zero GX* putting in an impressive turn of speed on the home straight, you turbo GC *Kart* into first…

NEXT BEST	
F-ZERO GX	32%
NEED FOR SPEED UNDERGROUND	3%
BURNOUT 2	9%

CREATIVE VOTING: *"I hate racers!"/"None" (The remaining 1% of votes made up of these kinds of crazy responses…)*

BEST MULTIPLAYER GAME



MARIO KART DOUBLE DASH!! — 65% OF TOTAL VOTE

Nintendo NGC/88

Quite honestly, no other game of 2003 comes close to *Mario Kart* when it comes to multiplayer pleasure.

NEXT BEST	
WORMS 3D	10%
MARIO PARTY 5	9%
SOUL CALIBUR 2	3%
F-ZERO GX	2%

RUNNERS-UP: *Tiger Woods PGA Tour 2004, Burnout 2, PSOII*
CREATIVE VOTING: *TimeSplitters 2/Super Smash Bros (2002 – what a year)*



MOST ORIGINAL CONCEPT

VIEWTIFUL JOE

***Capcom* NGC/80**

Radically stylised graphics and innovative 'special effects' combine to give one of the oldest game types – the 2D scrolling beat-'em-up – a new lease of life.

MOST PLEASANT SURPRISE

VIEWTIFUL JOE

***Capcom* NGC/80**

We knew it would be a 2D scrolling beat-'em-up – such an old genre. But its sheer playability astounded us. And you too. Also nominated: Stuffed Olives and Martin Kitts (?!)

NGC READER AWARDS

You voted, we counted… they cheered



BEST USE OF A LICENSE



THE LORD OF THE RINGS RETURN OF THE KING 38% OF TOTAL VOTE

EA **NGC**/87

More characters from the films and more spectacular settings net Gandalf and friends top place.

NEXT BEST	
ROGUE SQUADRON 3: REBEL STRIKE	33%
THE SIMPSONS HIT & RUN	4%
FIFA 2004	4%
ENTER THE MATRIX	3%

RUNNERS-UP: *Tony Hawk's Underground, Harry Potter and the Chamber of Secrets, XIII, Judge Dredd: Dredd vs Death, Harry Potter Quidditch World Cup*

MOST UNDERRATED GAME



BILLY HATCHER AND THE GIANT EGG 11% OF TOTAL VOTE

Sega **NGC**/87

We loved Billy too, giving his game 86%, but you clearly thought the rest of the world was passing him by…

NEXT BEST	
WARIO WARE, INC: MINIGAME MANIA (GBA)	5%
SONIC ADVENTURE DX	5%
VIEWTIFUL JOE	4%
SKIES OF ARCADIA LEGENDS	4%

RUNNERS-UP: *Ikaruga, Metal Arms, PN03, Worms 3D, XIII, FIFA 2004*
CREATIVE VOTING: *The Legend of Zelda: The Wind Waker (97% not enough?)*

BEST USE OF GRAPHICS



METROID PRIME 30% OF TOTAL VOTE

Nintendo **NGC**/79

A surprising win for Samus here – we thought *Zelda* would sweep the board – but the polished locations and smooth animation mean *Metroid* takes it.

NEXT BEST	
THE LEGEND OF ZELDA: THE WIND WAKER	26%
SOUL CALIBUR 2	9%
F-ZERO GX	6%
RESIDENT EVIL 0	6%

RUNNERS-UP: *Star Wars: Rebel Strike, Viewtiful Joe, Hitman 2, XIII*
CREATIVE VOTING: *Super Mario Sunshine/Crazy Taxi (Name the year. Go on.)*

BEST GBA GAME



ADVANCE WARS 2 23% OF TOTAL VOTE

Nintendo **NGC**/84

Despite its cute looks, this strategy title is as challenging and addictive as any you'll see on a full-sized console. Probably the best GBA game *ever*.

NEXT BEST	
POKÉMON RUBY/SAPPHIRE	14%
MARIO & LUIGI SUPERSTAR SAGA	13%
WARIO WARE, INC: MINIGAME MANIA	11%
SUPER MARIO ADVANCE 4	5%

RUNNERS-UP: *Zelda: A Link to the Past, Final Fantasy Tactics Advance*
CREATIVE VOTING: *Mario Kart Super Circuit (released in 2001, see…)*

BEST USE OF SOUND



THE LEGEND OF ZELDA THE WIND WAKER 22% OF TOTAL VOTE

Nintendo **NGC**/79

Waves lapping, ships' timbers creaking, pigs grunting and appropriate music over it all. Simply superb.

NEXT BEST	
METROID PRIME	21%
F-ZERO GX	12%
HITMAN 2	10%
SOUL CALIBUR 2	4%

RUNNERS-UP: *Mario Kart: Double Dash!!, Billy Hatcher, Star Wars: Rebel Strike, Resident Evil 0, LOTR: Return of the King, Worms 3D, Burnout 2*

BEST HARDWARE PERIPHERAL



GAME BOY PLAYER 28% OF TOTAL VOTE

Nintendo

The Gamecube add-on that fuses the graphics of a Game Boy with the lack of portability of a home console. On paper, it sounds rubbish. In reality, you love it.

NEXT BEST	
GBA SP	24%
FREELOADER	20%
ACTION REPLAY	17%
WAVEBIRD	7%

RUNNER-UP: *Joytech Gamecube screen*
CREATIVE VOTING: *Erm… controller? (We like your style, Harry Newton…)*

BEST USE OF GBA LINK



THE LEGEND OF ZELDA THE WIND WAKER 46% OF TOTAL VOTE

Nintendo **NGC**/79

The Tingle Tuner really demonstrated how GBA-GC connectivity could add to a game without gimmickry.

NEXT BEST	
METROID PRIME/FUSION	23%
ANIMAL CROSSING (IMPORT)	5%
POKÉMON RUBY/SAPPHIRE	3%
RAYMAN 3	3%

RUNNERS-UP: *Splinter Cell, Wario World, Sonic Adventure DX, Fire Emblem*
CREATIVE VOTING: *"Don't care!"/"Hahaha"/"No comment" (12% of votes!)*

WORST GAME OF THE YEAR



BEYBLADE: SUPER BATTLE TOURNAMENT 21% OF TOTAL VOTE

Atari **NGC**/88

Ah, the fights this caused… "You're reviewing it," "No, you're reviewing it," "It's got your name all over it!" etc…

NEXT BEST	
WWE CRUSH HOUR	7%
CRASH NITRO KART	5%
SONIC ADVENTURE DX	5%
BATMAN DARK TOMORROW	5%

RUNNERS-UP: *Viewtiful Joe, FIFA 2004, Hitman 2, ISS3, True Crime*
CREATIVE VOTING: *"Didn't buy any crap games cos I read your mag"*



GAME OF THE YEAR 2003

THE LEGEND OF ZELDA THE WIND WAKER

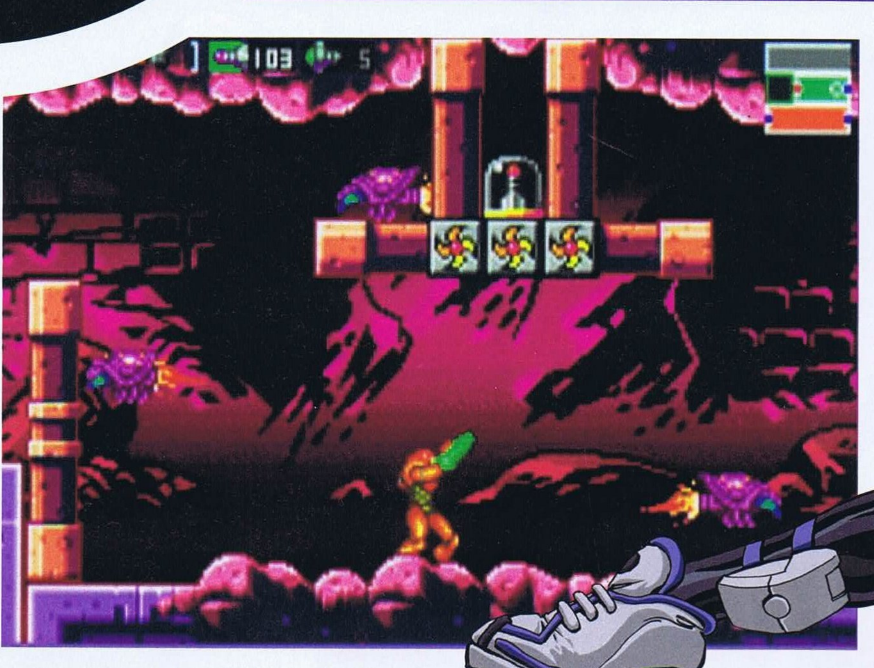
***Nintendo* NGC/79**

Running away with nearly half the Game of the Year votes, *The Wind Waker* is clearly the biggest success story of 2003. Well done, Nintendo.

OUR PROMISE Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

NGC THE VERDICT YOU DESERVE!

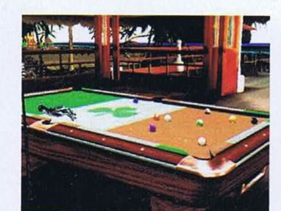
REVIEWS



METROID ZERO MISSION

Samus hits GBA to revisit the site of her first pirate-busting mission. Are you tough enough to take it on? **P62**

WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!



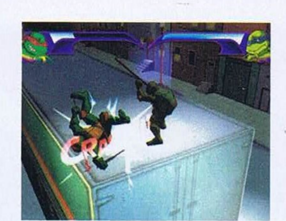
POOL PARADISE

The lush tropical setting might sound like gimmickry, but this is tremendous fun. What's more, it ensures you don't just stick with nine-ball. **P50**



POKÉMON CHANNEL

Action-free television-based Pokémon game in which you and the 'Chu have to restore the 'lost' episode of a cartoon. Ideal if you can't take too much excitement. **P60**



TEENAGE MUTANT NINJA TURTLES

Ageing franchise issues aside, you might think dishing out some turtle whacks would be fun. Extinction can't come soon enough… **P56**



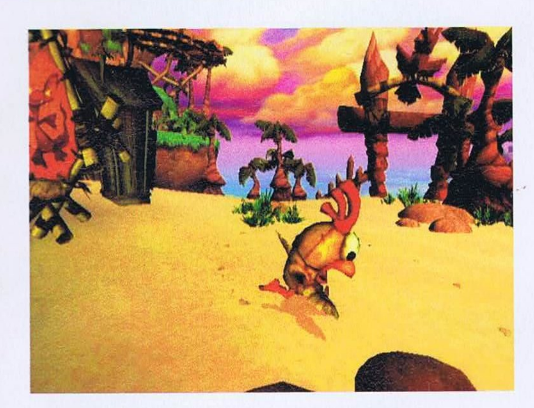
PITFALL LOST EXPEDITION

Look! More rubbish! This is clearly the gaming month that fun forgot! Will somebody put us out of our misery and take us forwards in time to Easter. Please? **P58**

ALSO REVIEWED...

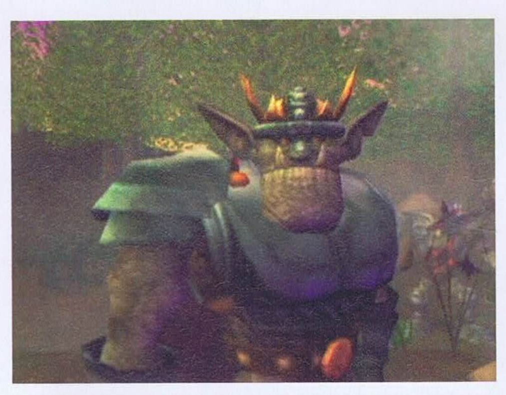
HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.



TAK AND THE POWER OF JUJU

Traditional-style platforming for baby gamers starring shaman's apprentice Tak. Learning the words to 'Ebeneezer Goode' is not one of your tasks – but *collecting stuff* is... P44



GOBLIN COMMANDER

Simplified, but nonetheless engaging, real-time strategy where your troops are, quite literally, a horde of grunts. P52

OUR SCORING SYSTEM

0-24
Crushingly awful, massively dull. Rest assured, this game is crud.

25-49
A disappointing title, stashed with nasty faults and likely to be short on any quality.

50-74
Some great bits, some not-so-great bits. Decent but definitely problems.

75-89
Great fun, brilliantly programmed at times, but probably flawed.

90+
Rarely awarded, a 90+ is essential. Buy with confidence.

NGC STAR GAME

THE SCORE BAR

The verdict explained for you...

PROS AND CONS
Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some quick plus and minus points.

IF YOU LIKE THIS...
Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suitable suggestions here.

VISUALS AND SOUNDS
Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY
How well does the game make use of the Gamecube's startling hardware?

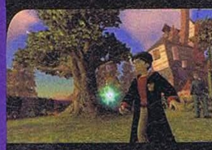
LIFESPAN
Will it last you a lifetime or a couple of minutes? This is where you'll find out for sure...

VERDICT
We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.

+
- Lots of groovy spells to cast.
- Pretty certain of living to an old age.

–
- Must have beard.
- Have to hang out with hobbits/kids.
- Wearing dresses.

IF YOU LIKE THIS...
Hogwarts Broomsheds
Detentionsoft
NGC/35, 88%
Evade Snape on your way for a crafty fag with Ron and game of 'doctor' with Hermy.



3 VISUALS
Beard and frock – sorry, robes. Need a disguise spell FAST.

7 SOUNDS
Explosions, whizzes, arcane-sounding flummery. Not bad.

10 MASTERY
Nobody messes with the likes of Merlin and Gandalf.

10 LIFESPAN
Just think of how long it's taken to grow the facial hair!

VERDICT
Wizards are rock-hard, but the badly-dressed being-old bit isn't much fun. You never get the girl or play the hero.

NGC **64**

MEET THE NGC TEAM

Who do juju? We do juju! The team try their hand at magic...



MARCUS
Performs the magical trick of getting a team of game-playing chimps to produce a magazine 13 times a year.



PAUL
Claims to attract the ladies with his secret potions. (It's a lie – the rural romeo really just gets them drunk on the local scrumpy.)



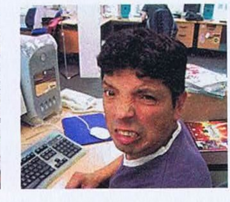
KITTSY
If he's performing magic, you can be sure that it's of the worst kind. Put it this way, demons probably summon him. Pure evil.



GERAINT
Despite coming from the land of Merlin, druids and bards, he was turned down by Hogwarts for being unable to spell.



MIM
The marvelous, moody, magnificent Mad Madam Mim is still smarting from losing a battle with Merlin in The Sword in the Stone.



EFFY
Is descended from Aztecs. He has no magical powers, but is a dab hand at DIY open-heart surgery. Bring your own anaesthetic.

"An unusually high level of polish"



INFO BURST

PUBLISHER	THQ
DEVELOPER	AVALANCHE
RELEASE DATE	OUT NOW
PLAYERS	1
MEM. CARD PAGES	38
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£35

TAK AND THE POWER OF JUJU

The runt of the Pupanunu litter stands in the way of bad juju. Looks like it's time to jump on platforms and, er… collect stuff, then.

If you remember – or indeed *care* to remember – our preview of *Tak and the Power of Juju* was rather positive. In fact, we even used the words 'quietly impressed' to describe it. Two words you most certainly won't see in this review.

However, we will stand by our observation that *Tak* is a very accomplished title. Nickelodeon's assistance with various elements of the game's production (art, script, voice acting and so on) help give it an unusually high level of polish for a generic platformer – something that's more than evident in the game's excellent opening cut-scene.

The quality continues in-game too. The artwork throughout is never garish, instead opting for subtle, sensitive, almost pastel-shaded stylings. In particular, the skies are worthy of note, with delicate swirling clouds backed by lovely oranges and purples. Stand atop some of the game's higher locations and you can really begin to appreciate the rather delightful vistas on offer. The levels are large, packed with life and detail and, although a little blocky in places, are carefully designed, encouraging exploration. Moreover, there's

"THE LEVELS ARE PACKED WITH LIFE AND DETAIL, ENCOURAGING EXPLORATION"

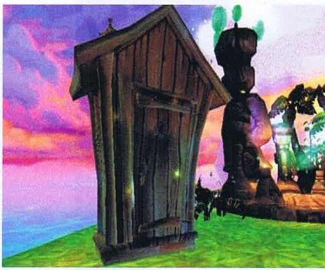


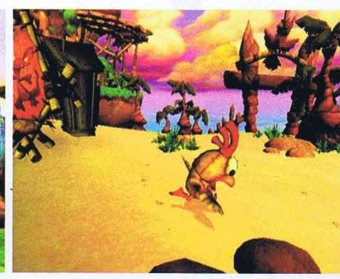
△ Sandboarding – much more than a pretty extra. It's an excellent source of power-ups.

YOU'RE NOT CHICKEN... ARE YOU..?

With his googly eyes and stumpy wings, Tak takes to the skies chicken-style.


First of all you need to get hold of this two-headed Juju spirit. He (or should that be 'they'?) looks like a cross between Shrek, a hillbilly and a siamese twin…


Once he's been summoned with the correct trinket, he'll ask you to step into his disgusting wooden portaloo. In exchange for this daring deed, you'll get the chicken suit.


It's pretty rubbish for flying, though. You can flap your arms to sacrifice altitude for speed or, alternatively, just glide slowly to fly for longer. It might be a bit clumsy but…

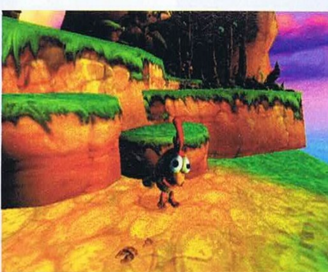

…then you don't have to be graceful when your backside is stuffed with an unlimited supply of explosive orange eggs! As you're flying you can drop these salvos to…


…obliterate anything and everything that's on the ground. Look out for any wooden structures and let 'em have it – there's normally a Yorbel hiding inside.


To help you navigate around Chicken Island, there are some handy thermals dotted around. Fly into one of these and you'll get a very helpful altitude boost.

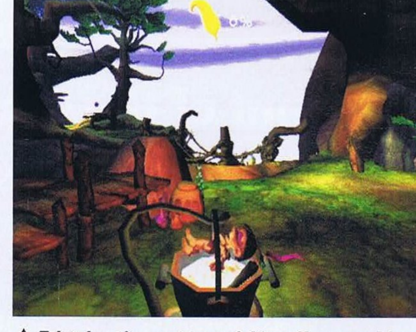


Not all vents are uncovered. You can switch between Tak and Chicken-Tak any time you come across an outhouse. Use Tak to activate these cog-like contraptions…


…with the air-vents now open you can glide further around the island. Watch out for the water jets, though. These will break your suit and send you tumbling to the ground.



△ With practice this is highly enjoyable.


△ Tak takes time out to cook himself on a cauldron.

nothing in Tak's world that seems glaringly out of place. Interactive level furniture (treadmills, catapults, orangutans that bend trees to fling you over gaps…) is constructed to fit in with the surrounding environments. It's always nice to see such careful consideration for elements like this, and Avalanche are to be commended for it.

Unfortunately, while these visual touches prove pleasantly inoffensive, it doesn't take long for irritations with the game to creep in.

To begin with, there's the training section. Not that we have anything against training sections per se, it's just that this one is particularly odious. For starters it introduces you to the game's loathsome guide, a green forest spirit called Flora who goes through the (unskippable) motions of explaining the controls to you in a sickening Californian nasal whine that simply makes you want to hurt – no, *KILL* – someone. Seriously.



DAMAGED

In a rather refined touch, there's no actual health meter. Instead, Tak's feather (it's stuck to his head) changes colour from yellow to purple the more damage he takes. It's a nice idea that would have worked much better if Tak himself actually reacted more when he's attacked.

WINCE AND REPEAT

The next thing to really get on your nerves is the needlessly archaic game design in *Tak's* opening stages. For example, one of your first tasks is to seek out three plant mini-bosses to collect some special item. You have to do this task three times. Yes. Three times.

Now, that would be often enough for anyone, but then you have to do it three more times, then three times more. And then,

TAK AND THE POWER OF JUJU

About 60 watts, we'd say...



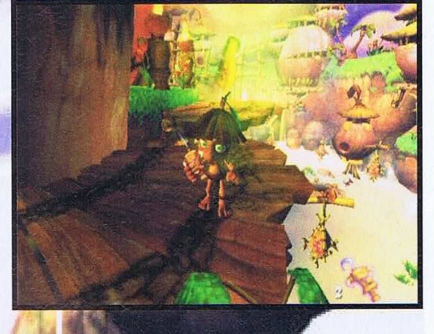
OBJECTIVES

These range from reaching a new area to collecting the required number of items. It's rare that you're ever lost for something to do as Flora is always on hand to point you in the right direction.



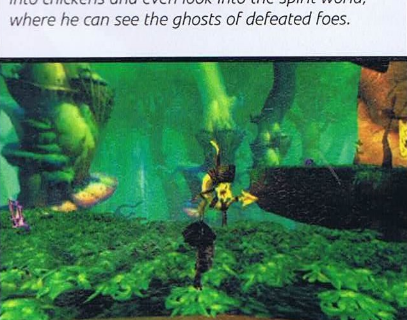
EXPLORE

You access the different levels from Tak's village (the game's central hub). They can all be reached via rope bridges or balloon transport, giving the illusion of one giant, free-roaming environment.



TAK

The main guy. He starts off pathetic, but by collecting Juju Powers he ends up able to transform enemies into chickens and even look into the spirit world, where he can see the ghosts of defeated foes.



MANA

Collecting feathers increases Tak's stock of mana. You can use this to heal him or spend it on the use of his Juju Powers. The snowboarding mini-games are a great way of replenishing his supplies.

VIEWTIFUL

The scale of some of the levels is often quite remarkable. Enter a new area for example and you'll be treated to a flyby of the location. Without exception, they're always a sight to behold...









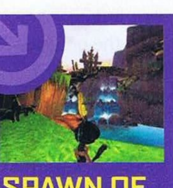
just for a laugh, you get to do it yet another three times. Genius.

If that's not tedious enough for you, another task requires you to collect four gold teeth and bring them back to their statue housings to open the door to the next area. Fine. On collecting the first, though, the second doesn't reveal itself – you won't see it until you've traipsed all the way back to the statue. Now the next tooth. Back to the statue. To the next tooth. Back to the statue. To the next tooth. Back to the sta- Oh, for God's sake what is *WRONG* with these people? Could Avalanche not have thought of something more enjoyable, more *fun* to do? You know, like picking scabs off a leper. *Sigh.*

It gets worse. No sooner have you collected the aforementioned trinkets from the plant bosses and taken them back to Tak's village you're commanded to go out and do a spot more collecting. One hundred (yes, that's one, zero, zero) 'Yorbels'. 'Marvellous', you'll think to yourself. 'I'm destined to be some neolithic courier for rest of the game'. This is, in effect, the truth of the matter – but thankfully, it's not all bad.

You see, painfully unoriginal collecting tasks aside, Avalanche have managed to inject the game with some rather sweet touches that, while they don't disguise the tedious nature of it all, do make things rather compelling. At its heart *Tak* is a kids' game, and Avalanche have, to their merit, done a grand job of creating a coherent and consistently amusing game world.

The character of Tak himself is nicely expressive and the world around him is vibrant, reacting subtly to his movements. Grass, for example, is kicked up as you run through it. You leave footprints in sandy areas and leaves are



SPAWN OF THE DEVIL

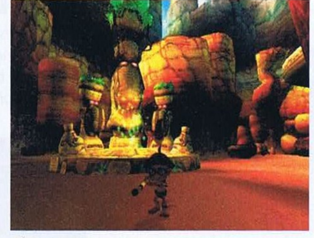
Don't you just love it when every time you die you get respawned just before an irritating platforming section and have to trudge all the way back? Or even better, get respawned in the middle of a pack of enemies who whittle half your life away before you've had the chance to blink...

"WE DON'T HAVE ANYTHING AGAINST TRAINING LEVELS PER SE, BUT TAK'S IS ODIOUS"

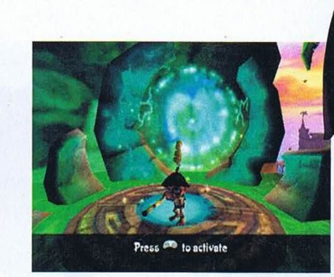
"Never really got our pulses racing"



△ Follow the orb as it flies through the cavern, lighting the way.



△ Place the relevant talisman on these shrines to summon a spirit.



△ Handy teleports help alleviate the tedium of backtracking.

△ All the cut-scenes in the game are exceptionally well done. Unfortunately they're a little grainy on Gamecube.

SHOOT!

Tak's blowpipe needs hardly any aiming. When you use it in the first-person view, swirling loops of light drift onto anything that you can shoot at. It's worth using this to find anything you may have missed







stripped off vines as you slide down them. These are all minor touches, of course, but they certainly help to make playing a little more absorbing.

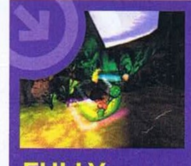
Adding to all this is the sheer variety on offer in terms of locations. You don't ever feel as though you're spending too much time in one area, and even if you *are* spending a lot of time on one particular level, it doesn't take long for new avenues to explore to open up to you.

TAK AND FIELD

So, there's a definite sense of progression, and this certainly goes some way to alleviating some of those initial feelings of disappointment. In particular, a short way through the game you gain access to the chicken suit (as we've explained on the previous page) and this helps to bring a much-needed change of pace to the game. There are snowboarding and sandboarding mini-games that prove to be highly diverting. These sections are not only enjoyable in their own right but also serve a useful purpose.

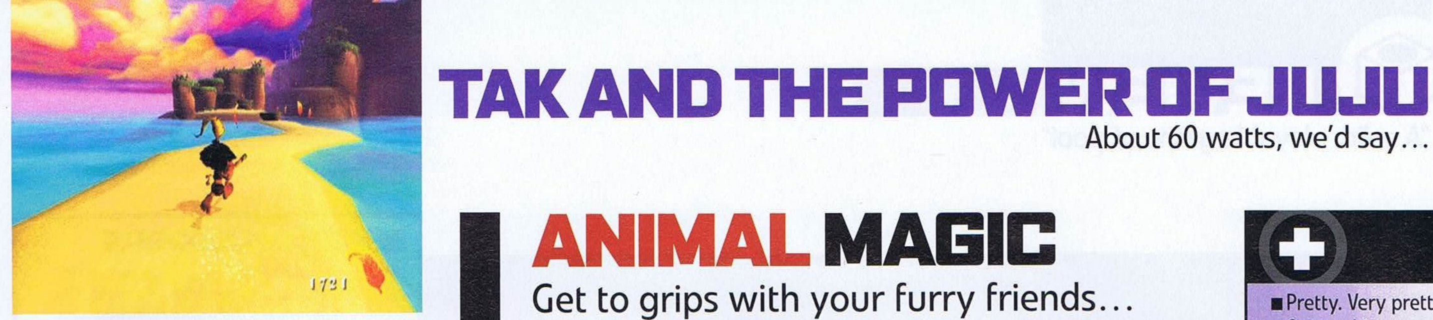
Along your journey, Tak can acquire a number of spells or techniques that you can use to your advantage. These range from healing spells to powers that can stun enemies or even transform them into chickens (thus rendering them harmless). To cast these spells, Tak uses up some of his feathers. These are collectable items, found strewn around the landscape and, as you can imagine, they get used up pretty quickly. Enter these 'boarding sections and Tak can replenish his feather supply, giving you some incentive to master your skills on the slopes. Pulling off tricks and reaching difficult areas not only allows Tak to earn more feathers, but also gives

> "ULTIMATELY IT'S LACKING TWO IMPORTANT THINGS – CHARISMA AND EXCITEMENT"



FULLY STAFFED

Tak has a number of weapons that he can use to beat off enemies. First off is his club, which he can wave about when running to fend off enemies. The blowpipe he acquires later can be used as a club as well as a pole vault for reaching higher platforms, while his magic rattle lets him cast spells.



TAK AND THE POWER OF JUJU

About 60 watts, we'd say…

△ As the tide wanes, this path opens up.



△ You can cast spells to help defeat the enemies.



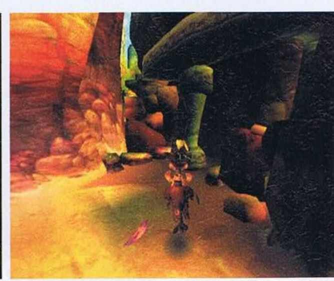
△ Lure animals to different areas with fruit.

ANIMAL MAGIC

Get to grips with your furry friends…



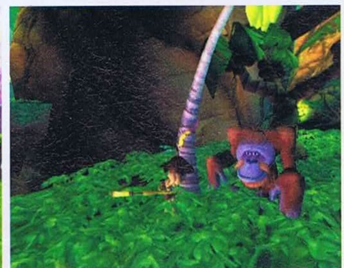
…or not-so-furry as the case may be. These rhinos are handy for busting through any wooden gates that block the way. They're handy for ramming enemies too.



The ostrich moves quickly and can jump a fair distance, but once you're on its back the screen judders around like you wouldn't believe. A recipe for a headache, then.



These sheepies act a little like keys. You can use them to power treadmills that open doors or, if a ram is blocking the way forward, the sheep will distract them.



Orangutans bend the trees that catapult you over to inaccessible areas. Bring them a sheepie, and they'll also toss them over too. Hit them and they'll smack you back.



- Pretty. Very pretty.
- Quite a big game.
- Smart Juju Powers
- Plenty of character.



- Tedious tasks.
- Not exciting enough.
- A little on the 'young' side for some.



IF YOU LIKE THIS…

Super Mario Sunshine
Nintendo
NGC/73 96%
Even more beautiful than *Tak* and rammed full of excitement and fun.



8 VISUALS

Lovely artwork with beautiful scenes and levels throughout.



7 SOUNDS

Original, unobtrusive music with irritating but well-acted voices.

8 MASTERY

Large and vibrant worlds with a smooth frame rate.



7 LIFESPAN

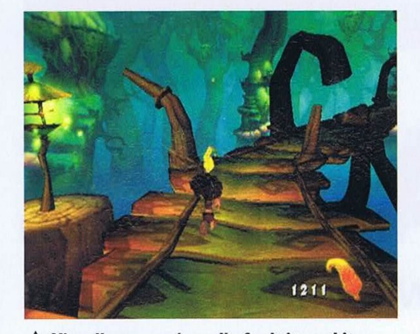
It's big, with plenty to explore and a decent challenge.

VERDICT

Ticks all the right boxes and is innoffensive and enjoyable enough - but at no point is it ever truly exciting.







△ Visually we can't really fault it, and it runs very smoothly indeed. Good work Avalanche.



△ Shoot the sheep on the ledge there to activate the door to the next area.



△ A Yorbel and another Juju Power to add to Tak's ever-growing arsenal of abilities.

him the chancre to get more of those elusive Yorbels.

So there's a great deal that *Tak and the Power of Juju* does right. It's good to look at, it is (for the most part) easy to control and, despite some rather depressingly unoriginal gaming tasks, still manages to throw up its share of original touches. Unfortunately, there's just something that just doesn't sit right with us.

All the ingredients are there, sure, but ultimately it's lacking two very important things – charisma and excitement. Granted, there were occasions where we found ourselves nodding our approval at some clever puzzle or attractive vista, but not once did we get *excited* about anything. *Tak* never really got our pulses racing, and as a result, gaining access to new areas or reaching any particular goal never really felt particularly rewarding.

In its defence, this *is* a platformer for the younger gamer. We feel it would be wrong to chastise the game because of this, and we suppose that the touches of humour and the beautifully rendered FMV could prove reward enough for pushing through the game for some. However, we can't deny that the actual *process* of playing it seems lacklustre for most of the adventure.

There's never anything there to make you feel on edge, no terrifying bosses or complicated puzzles. Accomplishing tasks always feels workman-like and you never really relish in the challenge of going about them – instead you always have that nagging feeling that they're just there to get in your way and spin things out a bit more. An inconvenience to your progress.

And this, sadly, is an underlying problem that no amount of beautiful pastel-shaded sky, quirky voice-overs or FMV can rectify.

GERAINT EVANS

MONKEY PUZZLE

Animals can be used and abused in all kinds of different ways. These monkeys perched up in the trees can be goaded (by shooting at them) into moving animals, defeating enemies or smashing open crates. Experiment with them – it can often have surprising results.

"A solid, playable game of pool"

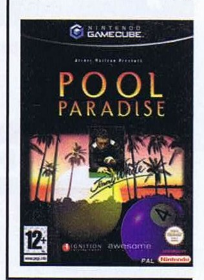
BEACH BACKDROPS
When the camera angle is right you can see the glorious sunshine outside. Unless it's night. The scenery really makes the frame rate chug.

POINT OF IMPACT
Raise the cue to strike down on the ball, and adjust the little blue dot to add spin and swerve. It's a lot easier in the game than it is in real life.

GADGETS
How about a pair of goggles that show you all the angles? Just $5,000 to you.



PUBLISHER	IGNITION
DEVELOPER	AWESOME
RELEASE DATE	2ND APRIL
PLAYERS	1-2
MEM. CARD PAGES	33
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



POOL PARADISE

Racking 'em up and knocking 'em down, with Gamecube's first billiards sim.

There's money to be had from this billiards lark, and not just if you're a poolroom hustler. Developer Archer Maclean has made a fortune from being the world's foremost expert on computer pool sims, and his familiar, quirky style is all over this Gamecube title.

From little graphical touches like the logo on the end of the cue, which changes every time it appears on screen, to the option to buy a stuffed dodo for your virtual pool room, it's all going to be instantly recognisable to fans of Archer's games.

The twist here is that the entire thing takes place on a desert island filled with a fantastic selection of places to play pool. The fantasy setting means you get palm trees in the background, a nice view of the beach from the main tournament house, and a snazzy menu screen with a camera that flies around to various locations on the map.

Beneath all that, it's a solid, playable game of pool. As you'd expect from a product with this many years of heritage, it's hard to find any serious flaws with the underlying concept. In fact it plays almost exactly the same as it did on the Commodore Amiga in the early 1990s. Take away the shiny graphics and there's nothing to separate the Gamecube version from its forefathers.

But then the real game of pool hasn't evolved since then. It isn't like football, where regular updates can include new teams, players or rule changes. All anyone can do with a pool sim is make it a bit bigger and better looking than before, which is exactly what the people behind this one have done.



HUSTLING ALONG
You have to work your way through a series of 32 pool hustlers by accepting their challenges at ordinary pool and a great many strange rule variations. Lose a challenge and you'll lose your stake money, sending you tumbling down the ranking table.

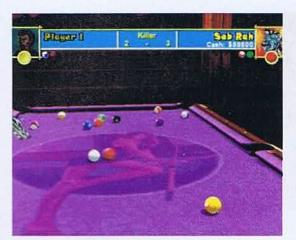
OPENING FRAME

In the single-player mode you start out as a penniless hustler, washed up on an island with more pool tables than people. You borrow $200 from a loan shark (literally) and challenge the locals to money games under a variety of rules.

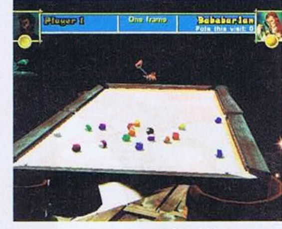
Some, such as UK style, should be easy enough to master. Others are more obscure or, in the case of variants like 'bowliards', fabricated especially for the game.

There are more different styles of pool than you'd ever normally

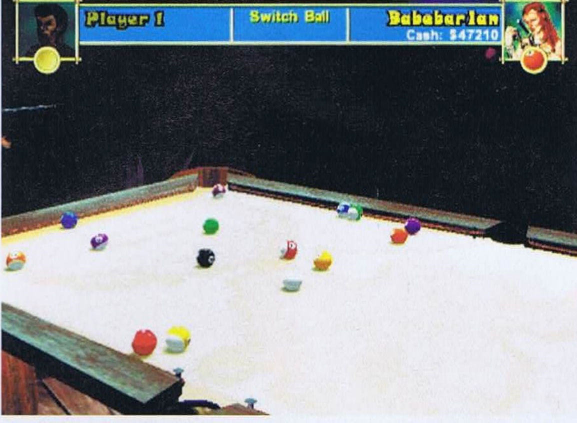
POOL PARADISE
A spot of tropical billiards




△ Change the table baize by buying new designs from the shop.

△ You can play any of the game variations on any type of table.



△ Watch and wait while your computer opponent sizes up the shots and contemplates the angles. It's like playing against Steve Davis.



△ Unless you know the correct colour sequence you'll have to look at the status display to see which ball you're supposed to pot next.

BONUS FEATURES
Look – there's more than just pool…



DROPZONE
The game that launched coder Archer Maclean's career – a totally shameless clone of the arcade classic Defender. *Play it here.*



ON THE OCHE
Wow, it's darts! You play it in much the same way as the pool game, using the joystick to throw the dart. And, erm… that's about all.



CANNONBALL RUN
This one reminds us of a Zelda mini-game. You have to knock down the coconuts by aiming a cannon. But you can't win a bigger bomb bag.



SKEE-BALL
Chuck balls up the ramp and try to get them in any hole other than the bottom one, which scores zero. And is where they almost always end up.

bother experimenting with in a computer game – we've always tended to stick with the tried and trusted UK version in other sims.

In *Pool Paradise* you're forced to adapt your game to every crazy rule change, as the challenge matches you play to win money are based around all the different modes. If you want to move up the rankings you'll have to play according to whatever rules your opponent prefers.

Cueing is done with the analogue stick rather than the old 'power bar' method. It's just like the *Tiger Woods* golf games – pull back the stick to set the strength of your shot, then slam it forwards to hit the ball.

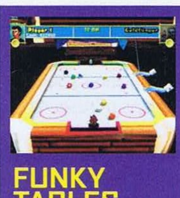
You can change the camera views and impact point without having to mess around with any menus, so it's all set up to be as fast and furious as such as sedate sport could ever be.

But there's no way to proceed at your own pace if you're playing a one-player game. Your opponents seem to play slower than real people. You can watch their disembodied hands wandering around, checking out various shots, before settling down to have a go at the blatantly obvious ball you spotted as soon as your turn ended. All the while, the camera circles the table, zooming in and out, giving a giddying, nauseating view when all you want is for the computer to hurry it up a bit and let you have another go.

The graphics even judder slightly when panning past a complicated bit of background, or while the computer is deep in thought. You'll need a bit of patience to put up with all this but it's worth having a go if you want a much better pool sim than the one in *Monkey Ball*. Nice work.

MARTIN KITTS

> **"THE CAMERA CIRCLES THE TABLE, ZOOMING IN AND OUT, GIVING A GIDDYING VIEW"**



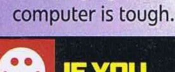
FUNKY TABLES
Save your cash and you can buy an assortment of unusual tables. There's a tiny one for making those long shots a bit easier, and a nice triangle one. Among many others. We liked the ice hockey table the best. It has goals at either end instead of pockets.



- Loads of variations.
- Minigames.
- Solid physics.
- Easy to play.



- Graphics slow down frequently.
- Playing against the computer is tough.



Super Monkey Ball 2
Sega
NGC/78 82%
Includes a decent pool sim as a bonus game, along with loads more stuff.



5 VISUALS
Why are there no reflections on the balls? Pretty basic.

6 SOUNDS
Clicks, clacks and a bit of a soundtrack to go with it.

7 MASTERY
The island paradise setting is a nice touch of style.

8 LIFESPAN
A lot of modes to unlock and a good (slow) two-player.

VERDICT
It's just pool. It isn't any better than most other console pool games, and not as good as the PC version. But it's fun.







DID YOU KNOW? Pool evolved from a 15th century French lawn game similar to croquet. It's also the first sport to have a world championship (held in 1873).

"Happy being vicious vicariously"

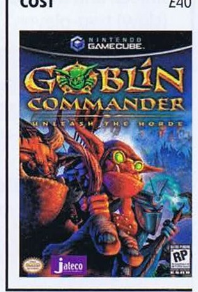
△ You can harness the power of the elements as well as use regular troops, turning fire, lightning and rain against the other races. The effects are most satisfying to see...

GOBLIN COMMANDER
UNLEASH THE HORDE

Do you feel the itch for something that grows with you, and even on you?

INFO BURST

PUBLISHER	JALECO
DEVELOPER	JALECO
RELEASE DATE	APRIL
PLAYERS	1-4
MEM. CARD PAGES	1
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



Is it the colour? Does purple clash with brown corduroy and 'I'm With 10010100101' T-shirts? Does the machine just not feel geeky enough? Are nerds put off Gamecube because you can't prise the back off and swim in the C++? Do long, luxuriant beards keep getting caught in the top-loading disk system? Whatever the reason, the Gamecube (and the N64 before it) has never been a natural home to the RTS and few RTS developers seem keen to take the *Risk*. So take a big step forward Jaleco – and then take a small hop back.

For while the development team behind it may have worked on the mighty PC ponderer *Warcraft*, compared to that hardcore epic this title is as soft and light as a coat fashioned from kitten skin.

Where other games bewilder with a blizzard of buttons, soldiers to train and weapons to research, *Goblin Commander* never overwhelms you with options and orders. In fact it's so friendly that you don't even *need* to play through the tutorial, although sadly you have to – it's compulsory.

The secret of its playability is the combination of the control system and the creatures' intelligence. Designed to be played on a pad rather than with a mouse and keyboard, the classic RTS drag-and-drop system has been replaced by one that attaches each unit to a button. Just one click is enough to send a unit of green-skinned grunts into combat, safe in the knowledge that they're smart enough to make it without becoming trapped on the rocky outcrops of this harsh fantasy land. Once they reach their target it will be defended without another order from yourself. With no waypoints or menus to fuss over it's such a sublime system that

> "JUST ONE CLICK IS ENOUGH TO SEND A UNIT OF GREEN GRUNTS INTO COMBAT"



TOLKIEN THE MICK

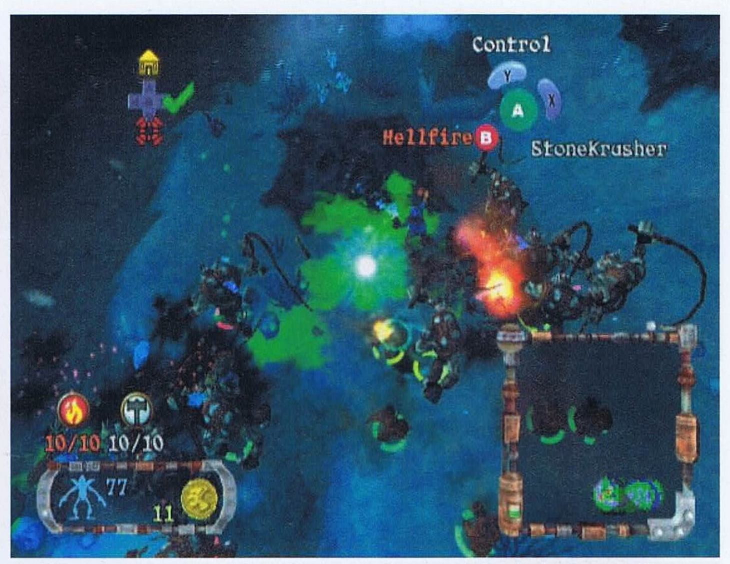
Skirmish mode allows two players to go head-to-head in a split-screen battle, and while it stretches out the entertainment, it would be nice to have a link-up alternative so that you can't see the enemy's plans. The chance to take on your Gamecube in these standalone encounters would also be good.

DID YOU KNOW? In folklore, Hobgoblins were originally helpful things that would clean your house for you. Geraint, however, claims that's "all in the past and I won't do it."

GOBLIN COMMANDER

Take charge of a mean, green fighting machine

△ Moongates allow you to teleport troops around, making moving them much quicker, but they do leave your base vulnerable to sneak attacks.



△ Killing the enemy strengthens the power of your soul. Surely that's wrong?



△ The paltry magic is limited to 12 spells and you control and cast them yourself, the individual units can't use them. Well, goblins aren't known for spellcasting.



△ You can buy scouts and capture towers that will lift some of the mist.



△ The icons at the bottom left show how many troops each unit has.



△ The enemy has numerous buildings that you don't, but few of them do much apart from earn money.



△ The tutorial takes up the first two levels – a waste, as you don't need it and the game is too short anyway.



△ Like *The Sims*, the goblins grunt along in their own guttural language but subtitles do appear.

you're left wondering why other games don't use it.

GOBSHOPPER

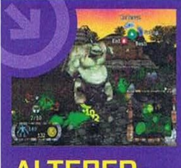
To complement the combat, that other twin pillar of strategy games, resource management, has also been condensed. You have just two assets, gold and souls. One buys weapons, the other warriors, and after that there is very little to worry about. Sure, you can add turrets and lumbering Titans to your armoury and even buy spells and 25 troop types, but you don't need to fret about building new bases or setting tithes and taxes. Your task is simply to spend the coins that your looting raises.

So far, so RTS, you squeak, but *Goblin Commander* goes a step further than its rivals. To please those who aren't happy being vicious vicariously, you can take direct control of a horde, swinging swords and lobbing stones at the vanguard of your army. Which might sound like a novelty, except that it becomes a necessity when you employ the Titans. For while these 80-foot monsters come with clubs and catapults and can munch on rivals or demolish buildings and generally cause chaos behind enemy lines, they will only do so under your command.

To go with this 'command and carnage' style of gameplay, the campaigns are also above average. You have to subdue four rival tribes of Goblins, but instead of simply marching into their territory and skinning their green hides, you must also capture and defend strongpoints, nick catapults and lay siege to their base. This does make the gameplay highly structured and seriously dents the replay value, but with each battle lasting around two or three hours, the 17 levels of Campaign mode should stretch out into a couple of days play at least.

COMMAND GET IT

But as you might have guessed there's to be a fly in the orc-ment. The problem is obvious: simplifying the control system has, in the process, simplified the strategy. So instead of commanding a vast army you're limited to commanding three units at a time, and since each horde is made up of a maximum of ten troopers, that means you can put just 30 soldiers



ALTERED BEASTS

There are five types of Titan, each with their own attacks and strengths. Our favourite is the Ogre, a lumbering warrior capable of destroying a building with one blow. But even this blubbery behemoth is vulnerable to the creatures that gambol around its feet. It can eat sheep or soldiers to heal itself.

"Stomping on your real-time rivals"

CLANDEMONIUM

Your camp is limited to three structures used for raising troops.



A TRIBAL QUEST

The horde has a maximum of ten troopers but you can alter the composition within each unit as long as they all come from the same tribe of Goblins.



MACE FOR YOUR FACE

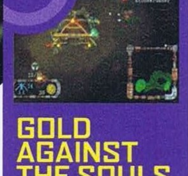
Each unit is assigned to a button, so you can direct them without highlighting them. The buttons also enable you to take direct command of a unit.







▲ **Clanshrines can be rebuilt for a minimal cost, so most defeats aren't fatal.**



GOLD AGAINST THE SOULS

To build an army you need souls. One is enough for a basic grunt but the most expensive units can take up to 20, plus cash, and that is where the Soul Fountains come in. They spurt out their precious fluid but you need to clear the area of enemy troops to harvest their ethereal bounty.

into the field, along with a Titan and three turrets.

There is one advantage to the limited troop numbers – while this makes the battlefield often predictable and mainly attritional it does prevent 'rushing' – the phenomenon often seen in *Command & Conquer* where the game degenerates into a race to who can produce the lowest cost units to 'swamp' the enemy through numbers not skill. With the 25 soldier classes being extremely well balanced, the emphasis is shifted to fielding well-equipped troops and cleverly using magic or turrets to back them up.

However the skimpy 'resource management' element does have a more serious impact on the gameplay. Since you only harvest gold by destroying rocks and enemy encampments, this takes up increasingly large sections of your time. Instead of mounting an exciting raid on the enemy, your frontline troops wander from cliff to cave pounding the ground just to make the money you need. It's a

> **"FOR THE MOST PART THE GRAPHICS PERFORM THEIR PRIMARY JOB WELL ENOUGH"**



DID YOU KNOW? In Tolkien's Lord of the Rings books, the goblin-like orcs and Uruk-Hai are the warped descendants of Elves.



△ **The D-pad provides short-cuts.**



△ **The difficulty curve is rather flat.**



△ **The search for gold and souls drives the game.**

TOTAL CONTROL

Once more unto the breach…



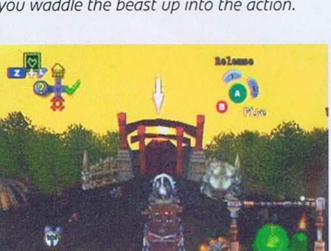
Pressing Y allows you to lead your unit from the front, attacking the enemy directly. Not that there is much point because the units respond well to any new threats.



Titans have to be directly controlled or they will simply sit outside your camp. It means you have to neglect your other units while you waddle the beast up into the action.



One of the few structures that you can add to your base are these turrets. Costing both cash and souls to construct, they can be placed anywhere you hold or have troops.

Because the game is driven by missions and set objectives, there are set-piece items and weapons to capture, from a lightning generator to a catapult on wheels.



△ **You're limited to three turrets but you can pull down towers and move them elsewhere.**



△ **The Warpigpult lobs burning rocks at the infantry and boulders to batter buildings.**



△ **Set waypoints for a unit by pressing L as you move the unit's target around the map.**

dull job that makes you long for the Harvesters from *Dune 2* and all the extra depth that protecting your own and raiding your enemy's silos added to *The Battle for Arrakis*.

If it seems a little unfair to laud *Goblin Commander* for its simplicity and then slate it for the same reason, it's harder to defend the game against charges levelled at its looks. While the menus and maps are solid enough and the battles are a bounty of colour and chaos, the characters lack both polygons and detail. Just look at our hero, Grommel, who pops up to offer warmongering advice or advance the plot – he seems so flat and uniformly grey as to have escaped from a Bitmap Brothers game. Luckily the garbled Goblin-speak (with helpful English subtitles) that he and all of the fighters speak is amusing enough to give the warriors some character, even if the visuals don't.

There are also a few flaws with the camera because, although you can shift perspective when you're in control of a unit, the tactical overview stops you from zooming in or rotating, making some of the terrain tricky to see behind or under. There is also a dash of pop-up, often when the Titans are on-screen. For the most part, though, the graphics perform their primary job well enough, helping you pick out your brightly coloured units against the often murky backdrops.

In the world of *Warcraft* and *Cossacks*, *Goblin Commander* might seem as light and insubstantial as sitting down to a meal of air, but we don't live in that PC-dominated world and RTS games are in short supply on Gamecube. So while it might be too structured for you to send in waves of soldiers to hamper the enemy's harvest or stop troop production with an attack on the barracks, no other Gamecube RTS offers such a helpful control system, enjoyable battles and most importantly of all the chance to wade in yourself stomping on your real-time rivals as a towering Titan.

If you haven't been grabbed by a strategy game since *Advance Wars* on GBA you might be able to ignore the flaws. If you're dreaming of making your name as the new Napoleon, you'll have to wait for another RTS title to come along.

ALEX COOKE



SPECIAL FORCES

Each clan has five classes of soldier, from lightweight foot sloggers to bosses capable of one-hit kills. Each trooper can do the same tasks as the other soldiers, except for Support Units. There's one of these in each Clan, and they're poor in combat but can heal, use magic or steal souls from other units.

+

- Remarkably easy to play.
- Hands-on combat.
- RTS made fun.

–

- Battlefield inflexibility.
- Dull rock breaking.
- Simple tactics.

IF YOU LIKE THIS...

Advance Wars 2
Nintendo
NGC/84 93%
Superb turn-based strategy – a game bigger than most console titles *on your GBA*.

6 VISUALS

Functional rather than stunning – very little stands out.

7 SOUNDS

Atmospheric music. The novel goblin language amuses.

8 MASTERY

A fun RTS that makes full use of the console technology.

6 LIFESPAN

Well designed campaigns – but not enough of them.

VERDICT

A lightweight, but fun, RTS. It has some visual lapses and a short lifespan, but any sequels should be watched keenly.



72

"Miserable lack of depth"

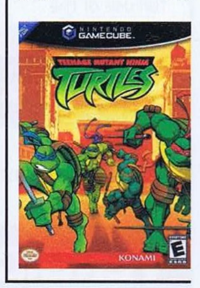
△ Gang up on it and tan its tin hide.

△ Robot monsters everywhere! Haylp!

△ Whack, whack, bash, bash, bash... The turtles fight blindfolded, and so can you.

INFO BURST

PUBLISHER	KONAMI
DEVELOPER	KONAMI
RELEASE DATE	APRIL
PLAYERS	1-2
MEM. CARD PAGES	4
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



TEENAGE MUTANT NINJA TURTLES

The world's most fearsome fighting team in the world's most boring fighting game. Cowabunga, dudes.

Old toys never die. The mighty He-Man is still battling Rivaldo in The Masters Of The Universe, Optimus Prime keeps on trucking with Transformers, and now even those Turtles are getting in on the act.

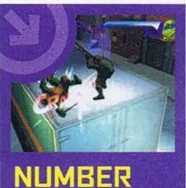
Far from being flushed down the loo when their original owners grew tired of them in the early '90s, Master Splinter's renaissance reptiles are kicking shell with as much youthful enthusiasm as ever.

Unfortunately they seem to have lost whatever it was that made Konami's 1989 arcade beat-'em-up the only really good Turtles game.

This Gamecube effort has an identical theme – run through scrolling levels kicking large numbers of weedy enemies – but lacks the kind of spark that anything this basic requires to maintain any interest beyond the first hour or two of play.

You can select any of the four main characters at the start, although you'd do well to spot any major differences between them during the game. In fact it's hard to tell which one is yours during a two-player game because they're all but identical save for their different-coloured bandanas, which are practically invisible anyway during the frenzied fights that make up the entire game.

There's no four-player mode, so half of the game's party appeal is missing from the outset. It's all just a matter of hammering three different attack buttons to activate various combo moves, and we doubt even the option to play with three mates would have added a great deal of long-term fun.



NUMBER TWOS

Two players can go head-to-head in the game's feeble Versus mode. The problem with it is the lack of any real depth or skill. You can't block attacks, so it's just a matter of hammering away at the buttons until one of the combatants falls over. Thankfully this doesn't take long.

TURTLE RECALL

You get a basic quick attack on the A button, and you could easily finish the entire game using that alone. For the more adventurous player there's a sweeping attack for knocking down enemies when they surround you and an uppercut for when you fancy juggling enemies to build up your combo score.

You never need to use the latter move as the best combo scores always come when you manage to trap your victim in a corner. Bash the A button and you'll rack up a vast score as you pummel away at his lifeless corpse. Of course there are plenty more where he came

DID YOU KNOW? They used to be called Teenage Mutant *Hero* Turtles over here, because British kids were just too sensitive to hear the word 'ninja' without going totally psycho.

HEALTH FOOD
Turtles love pizza and fizzy drinks. Just as well there's plenty hidden in bins and crates, to top up that health bar at the crucial moment.

RADAR
Lets you know when an enemy has materialised miles back, preventing you from progressing any further.

SHREDDIES
When the evil Shredder attacks, those turtle boys don't cut no slack. Rather, they kick and punch robots and thugs.



△ **Once you've beaten Gosen ver.2 you get to fight Gosen ver.2.1. Feel the difference.**



△ **It's Splinter, the giant rat. You can play as him after you've finished a few dojo stages.**



△ **Confusing? Yep. It's hard enough to tell the turtles apart without the Crash! Crash!**

from. The enemies materialise in waves, attacking only when you move into range. Invisible walls stop you moving to the next part of the level until all enemies have been disposed of, and it's easy to leave one or two stragglers that materialised a little too late to get activated. You have to track back to finish them off.

There aren't any funky team-up moves to mess around with, so you always end up with both players chasing down the enemies in an effort to kill them first and claim the points. There's no need to work together here.

The environments are filled with object that look as though you should be able to smash them up but are, in fact, rock-solid. And when you do find something that can be destroyed, such as a barrel or a car, the resulting explosion is generally the biggest hazard to your turtle's health you'll encounter in the entire level.

Before we finish ripping into the game's miserable lack of depth, there's one more attacking move we almost forgot – the shuriken. These ninja projectiles are easy to overlook, since you'll probably wind up throwing them all away without even realising what's happening. For all the effect they have, they might as well not exist. You can tap the Y button to unleash a shuriken volley, which might knock down one or two enemies if you're lucky, and before you know it your ammo supply will be exhausted. Pointless.

The only people likely to stick with this game are Turtles fans desperate to witness unlockable bonus characters like Splinter, Shredder and a handful of others in glorious cel-shading. We predict even they'll be disappointed. It's not very good at all.

MARTIN KITTS

"IT'S HARD TO TELL WHICH ONE IS YOURS BECAUSE THEY'RE ALL BUT IDENTICAL"

DOJO FUN
Your turtles can fight effectively enough from the start, but for some reason they don't know how to jump and kick at the same time. One or the other; fine. To do both is asking too much. So you have to wait until the end of the first set of levels, when the secret of airborne attacking is finally revealed.



- Cartoon style.
- Briefly (very briefly) fun with two players.
- Pretty easy.



- Button mashing.
- Repetitive.
- Dull backgrounds.
- Few moves.



IF YOU LIKE THIS...

Hulk
Vivendi
NGC/82 65%
Similar sort of thing but with a better variety of moves. One player only.



5 VISUALS
Crisp characters on top of dull, lifeless backdrops.

4 SOUNDS
You'll swiftly tire of hearing the same old voice samples.

3 MASTERY
Whack those buttons. You can play it with your eyes closed.

4 LIFESPAN
Extra characters to unlock, but they all play the same.

VERDICT
One-dimensional, with no real novelty value to keep you interested. We can't recommend it, even to Turtle-heads.





△ Harry contemplates tossing himself into the waterfall. Watch out for that collision detection, mate!

PITFALL

THE LOST EXPEDITION

Harry's back! Now break out your videogame encyclopaedia and try to remember who he was…

INFO BURST

PUBLISHER	ACTIVISION
DEVELOPER	EDGE OF REALITY
RELEASE DATE	OUT NOW
PLAYERS	1
MEM. CARD PAGES	51
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40





Another game they didn't want us to review until it was out in the shops. We trust these ones like we'd trust a homeless junkie to look after our credit cards, and sure enough *Pitfall: The Lost Expedition* is exactly as we expected.

We're not quite sure why anyone is making entry-level platform games based on a franchise that only the most seasoned console veterans will actually recognise, but here it is. Following on from the original *Pitfall*, an Atari VCS hit dating from 1982, *The Lost Expedition* is a chance to get reacquainted with everyone's favourite explorer-hero, Pitfall Harry. Erm… Pitfall who? Harry's mission is to navigate crumbling ruins and hazardous jungles in search of a missing team of explorers. Naturally there's an evil rival to defeat at the end of it all, and the game actually opens with a snippet of the showdown with the final boss.

From there it's all supposed to be told in flashback. Not that you'd notice, of course. The problem is that you'll have probably seen pretty much everything that's on offer here done much better in several other games.

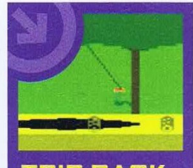
PRATFALL

It's your standard combination of jumping and puzzles, with a mercifully small number of items to collect. There's a decent amount of variety within the quickfire levels, and the map screen even points out where you need to go after gaining some new weapon or ability, reducing the need for tedious backtracking.

It's a generous game in that respect. You won't find too many situations where you don't have a clue where to go next.

There's even a minor spot of innovation, thanks to Harry's creepily animated hand. Instead of pressing a button to manipulate objects, you have to waggle the C-stick to wave Harry's arm completely independently from the rest of his body. It certainly looks freaky – a bit like that episode of League Of Gentlemen where a fat bloke gets a skinny woman's arm grafted onto his shoulder.

Of course, it's a gimmick rather than anything that has any great



TRIP BACK TO THE SOURCE

As we remember, the original Pitfall *was an overrated game. Totally unforgiving, painfully difficult, and nowhere near as rewarding as Japanese stuff like Donkey Kong. It's included as a bonus game here, along with its sequel, so judge for yourself.*

PITFALL: THE LOST EXPEDITION

The lost art of tumbling down holes



△ Harry's hand looks totally freakish as it waves around. It's like it's possessed.



△ Right at the start of the game, the final boss. Or is it? All will be revealed eventually.



△ It's the lovely Nicole, complete with the same gruff voice as Harry. A brilliant touch.



△ Mind the oranges, Marlon.



△ You can smash through stone, glass and wood, but not cobwebs.



△ We preferred playing as Nicole because of the pervy voice thing.

TRACK BACK

You'll need to return to previously visited locations once you've gained the abilities required to pass certain obstacles, so a map is essential. Luckily none of the areas are as big or far apart as in that other great Gamecube revisitathon, Metroid Prime, so you'll waste little time figuring out where to head next. You even get told which items you need to bring with you.

effect on the gameplay. You could just as easily use a button to replace the arm thing, and it would probably look less ridiculous too.

PREDICTABLY...

The game suffers from some unfortunate technical problems, such as characters passing clean through solid objects.

Many parts of the environment have a strange force-field of invisible collision detection around them, which you can sometimes climb up by tapping the jump button. You often have to do this to reach the next area, so it isn't unintentional. Just unfinished.

Many of the puzzles defy logic. While this is hardly a startling thing to find in a videogame, for some reason it's particularly jarring in *Pitfall*. There are loads of instances where you can smash one object but not another that looks like it's a similar size. Early in the game you'll find Harry powerless to tear down a flimsy cobweb, yet perfectly able to fell giant trees (but only certain ones) with a single blow.



SHE'S A LADY

Here's a cheat code that's good for a few laughs. At the title screen hold down both shoulder triggers and press Left, Up, Down, Up, X, Up, Up. You'll play as a lady explorer, but they didn't bother to record any voice samples for her. She still talks exactly like Harry. Nice and cheap.

> **EARLY IN THE GAME YOU'LL FIND HARRY POWERLESS TO TEAR DOWN A COBWEB**

The button-bashing combat system isn't much fun, and you'll be seeing rather a lot of it. Either that or run away whenever an enemy regenerates. Virtually every creature in the game will start lobbing projectiles with unfailing accuracy every time they spot Harry. You've got to take them out as quickly as possible or else you'll lose health faster than it can be replenished from Harry's canteen of life-giving water.

With its fair share of amusing moments and a decidedly short lifespan (maybe 10 hours or so), *Pitfall* is the kind of game that's worth considering more as a rental than a potential purchase. As long as you're not expecting very much at all, *Pitfall* delivers in spades.

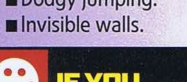
MARTIN KITTS



- Bright and colourful.
- Not too difficult.
- Fair variety of levels and tasks.



- Frequent slowdown.
- Poor camera.
- Dodgy jumping.
- Invisible walls.



IF YOU LIKE THIS...



Tak and the Power of Juju
THQ
NGC/92 69%
Competent platform-hopping ho-hum fun.



5 VISUALS

Not bad but it slows down horribly on a regular basis.

3 SOUNDS

Out-of-sync voices, music that sounds like a 30-second loop.

5 MASTERY

The virtual arm thing is novel. Sensitive analogue control too.

4 LIFESPAN

Easily beaten, and then there's no incentive to replay.

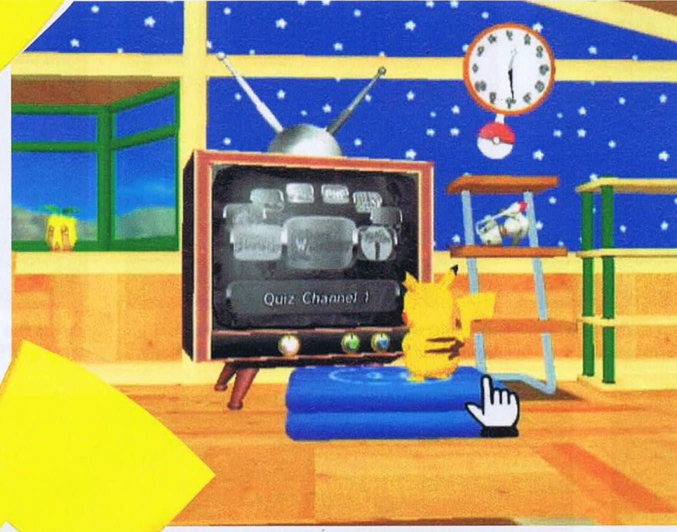
VERDICT

The kind of thing that could have *Toy Story* or *Shrek* characters in it, and still no real gamers would care.





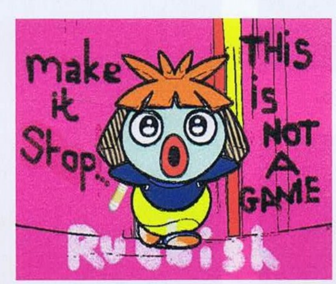
DID YOU KNOW? David Crane, creator of the original *Pitfall*, was one of the founders of Activision. He's best known for *Little Computer People*, forerunner of *The Sims*.



△ Pikachu mongs out in front of the telly. There's nothing on.



△ No, Pika! Don't go under the bed!



△ Here's one we made earlier.

POKÉMON CHANNEL

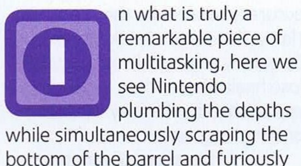
Gotta catch 'em all? Unfortunately this one's about as much fun as catching a cold…

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	AMBRELLA
RELEASE DATE	9TH APRIL
PLAYERS	1
MEM. CARD PAGES	22
GBA LINK-UP	YES
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



On what is truly a remarkable piece of multitasking, here we see Nintendo plumbing the depths while simultaneously scraping the bottom of the barrel and furiously attempting to polish a turd.



"PLUMBING THE DEPTHS WHILE SCRAPING THE BOTTOM OF THE BARREL"

Naturally, not all of the aforementioned tasks have been successfully accomplished, and the turd that is *Pokémon Channel*, while undeniably quite shiny, still gives off a fair old stench. It's a game of quite mind-numbing tedium, in which you channel-hop through a dismal selection of the most worthless TV programmes ever devised.

Your one consolation is that you get to veg out with the mighty Pikachu. Pikachu loves shows such as the non-interactive Pokémon quiz and the vaguely disturbing Keep Fit With Smoochum.

Turn off the box and attempt to go get some sunshine before you've watched all of the day's programming and Pikachu will throw a tantrum. Give the little blighter his regular cathode ray lobotomy and you can go out and play catch or answer questions to win 'nice cards'.

You can also direct Pikachu to find long-lost items hidden in your room. He found us a Pokémon Mini which we wrongly thought we'd binned about three years ago.

The main part is a cartoon which you have to watch in unskippable segments. Once viewed, you can grab a frame and paint it in any colours you like, as long as they come from the predefined palette of 16. Literally *minutes* of fun.

Why not just flip between the cartoon channels on Sky, pausing every 30 seconds to punch yourself in the face and flush a pound coin down the toilet?

MARTIN KITTS



- Cute and simple.
- Erm…



- Boring.
- Limited.
- Not much to do.
- Not much fun.



IF YOU LIKE THIS…

Mario Party 5
Nintendo
NGC/89 80%
Cuteness and simplicity with loads of minigames and incidental nonsense.



4 VISUALS
Like a sharper version of *Hey You Pikachu*! Not great.

4 SOUNDS
Lots of squeaky Pokémon voices and upbeat music.

2 MASTERY
A totally lame effort by the developers. Must try harder.

2 LIFESPAN
No real incentive to play, other than to watch the cartoon.

VERDICT

A collection of odds and sods that should have been tacked onto a proper game, not sold separately. For masochists only.



24


Δ You can sidle against walls and lean around corners, but the camera doesn't give you a very good view. Other than that it's a technically decent game.

CARMEN SANDIEGO THE SECRET OF THE STOLEN DRUMS

Learn geography while playing Gamecube! That's edutainment…


Aah, the dreaded blend of education and entertainment, dreamed up by marketing men who reasoned that parents were more likely to buy games that featured a conscience-easing degree of schooling.

The *Carmen Sandiego* series was one of the few that actually had a halfway decent game underneath all the sub-GCSE trivia, and now it's resurrected on Gamecube. Hooray?

The game has mutated into a 3D platformer and the geography quiz aspect has been slimmed down to just a few pieces of travelogue between locations. Surprisingly, it's actually pretty good fun to play. You play a rookie sleuth on the trail of international art thief Carmen Sandiego, who's in the process of collecting ancient drums from musuems in order to awaken some kind of evil power or something.

You have to use a spot of stealth to take out the enemy guards who bar the way to the elusive Carmen. Creeping up behind them lets you deliver a fatal blow to their unprotected power units, but even if you're spotted all you have to do is run around a corner and try again.

There's a whole load of junior secret agent stuff to play around with, such as GPS maps for pinning down Carmen's whereabouts, and the platforming aspect is more solid than most, despite a camera that easily gets trapped in narrow areas.

Although there's nothing particularly amazing or original here, it's the sort of game a ten-year-old would get a lot of value from. Make of that what you will, or cut out this review and pass it to your mum…


Δ Creep up on a robot and whack him in the back to explode his metal bones.

INFO BURST	
FROM	BAM!
PLAYERS	1
MEMORY CARD	
PAGES	1
WIDESCREEN	NO
GBA LINK	NO
COST	£40

NGC INDEPENDENT NINTENDO GAMING 70


Δ The aliens can't see upwards.


Δ Where could Mickey be hiding?


Δ Some special moves have a bit of a cut-scene to go with them. It shows off the nice graphics and smooth animation, but the actual gameplay is massively dull.

DISNEY'S HIDE & SNEAK

Metal Gear Soiled. A Mickey Mouse take on stealth and all that guff.


Mickey does stealth? Sounds like it could be good for a laugh – Goofy as Psycho Mantis, spookily protecting evil genius Donald Duck's stockpile of laughing-gas warheads. An army of hilarious fluffy guards to avoid…

Sorry, let's start again.

Mickey does stealth? Sounds like another half-hearted attempt to stick Disney characters where they don't belong, and no doubt the sole excuse for its inevitable crapness will be that it's 'only for kids'.

In this latest Disney duffer, you have to *hide* from aliens, then *sneak* past them. And that's it. Nothing else.

The simplistic controls are clearly designed for the under-fives. Mickey tip-toes at a painfully slow pace by default – to get him moving fast you have to hold the B-button. That way the kiddies don't have to worry about a lack of delicate analogue control thwarting their progress. Whenever anything other than just walking around needs to be done, pressing A makes the game freeze. You then highlight any of the surrounding items that can be interacted with, press A again, and watch as Mickey either jumps on top of it or hides inside it.

The unspeakable tedium of it all isn't helped by a close camera view that makes it tough to spot where the aliens are patrolling. Fortunately they don't tend to spot you until you actually touch them, so you can usually walk around yet another blind corner without worrying about getting spotted.

This is slow, repetitive, boring rubbish that only reinforces Mickey's feeble Gamecube reputation.



INFO BURST	
FROM	CAPCOM
PLAYERS	1
MEMORY CARD	
PAGES	3
WIDESCREEN	NO
GBA LINK	NO
COST	£40

NGC INDEPENDENT NINTENDO GAMING 25

ARAN'S BACK!

A new *Metroid* game round these parts is enough to get us salivating like a randy Jack Russell at a Miss Lovely Legs competition. In celebration of the series' return, we've decided to take a good long look at Samus' past by digging out our copies of the old games and nit-picking away at every little detail.



METROID ZERO MISSION

The hunter returns to where it all began, in a stunning director's cut of her original foray into the planet Zebes…

Now we don't know whether it was just us, but we were under the impression that this was to be a straightforward update of the NES classic, only with GBA-vamped visuals. It's not. Granted there are some similarities in terms of the enemies and locations you encounter and some of the situations you get into, but for the most part this is an entirely different game with entirely different challenges. Not that it particularly matters. We just wanted another *Metroid* game, and *Zero Mission* delivers exactly that.

PLAY IT AGAIN, SAMUS

When you start the game, you're immediately in familiar territory. Nicely drawn stills showing Samus making her descent to the planet Zebes make up the intro, before you're plunged into the game proper. As usual, your starting weapon is rubbish, you can barely jump and your energy is pretty low. Move a couple of screens, and before you know it you've got your first suit upgrade – the morphball. Just what you need to begin the process of poking about in the gameworld's myriad nooks and crannies.

Nope, nothing too much has changed on the gameplay front. The old 'explore, upgrade, and explore some more' dynamic that's so central to the *Metroid* series is almost the same as it's always been (it's not *quite* the same but we'll get to that later) and before you know it that inimitable feeling of isolation and alienation begins to suck you in. If you've played *Super Metroid* or *Fusion*, you'll know exactly what to expect from here. The gameworld's made up of a series of different locations, each linked to the other by elevators, and you're able to explore any region you choose at your leisure until you hit a dead end.

> "THAT INIMITABLE FEELING OF ISOLATION AND ALIENATION BEGINS TO SUCK YOU IN"

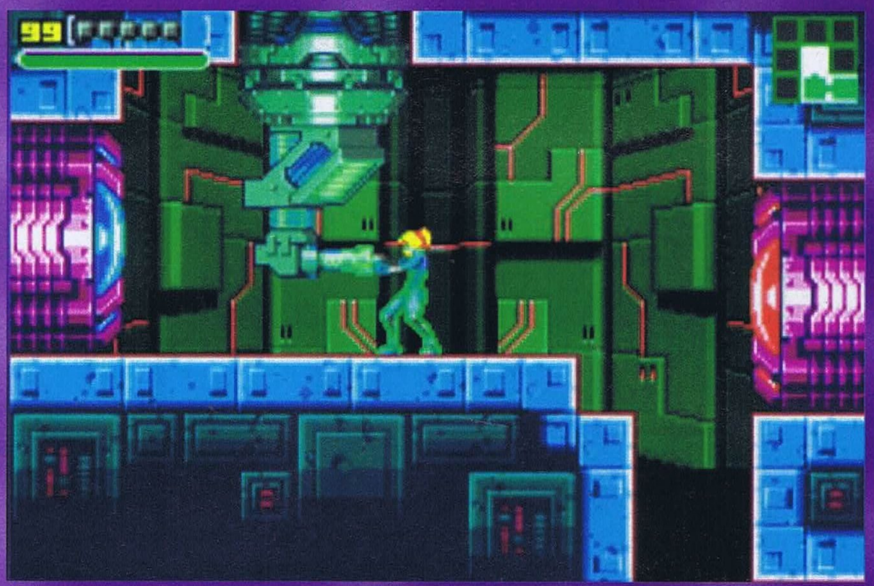
MISSION LINK

The dead ends aren't final, though. Eventually, with the right upgrade, you'll be able to push through to those previously inaccessible areas. On the way, you'll encounter the planet's indigenous wildlife, who drop weapon and health replenishments when you dispatch them, and respawn when you exit


△ We can never get enough of these cut-stills. They're beautifully drawn throughout the game.


△ Morphballing it – small cannon-pods below will fire you upwards, smashing through the level.


△ It's that blasted Ridley again, only this time, she seems a little too easy to beat, with little needed in the way of tactics. Still, once you've beaten her there's a long, long way to go until the end, and thankfully, Motherbrain's tougher.


△ Many classic features of the *Metroid* games return, like these stations that unlock the level's map.


△ As ever, you need the right tool to get to the upgrades.


△ Ohhhh. Savey-savey-gravy.


△ M'brain isn't the end of it.

the area. None of the critters are too bright, or threatening.

There have been some changes made for this game. In comparison to *Super* or *Fusion*, *Zero Mission* feels more assured. Progress is a touch quicker than in previous titles and, unfortunately, a little easier too. Also, visually speaking, the game is quite a lot more varied with beautiful organic, tech-themed and rocky landscapes that change every few screens or so. While this is primarily cosmetic, we found that it helped make memorising locations simpler and made returning to previous areas to retrieve upgrades far easier if, like us, you'd rather turn off the game's hand-holding hint system.

The biggest difference we felt playing through *Zero Mission* came in the latter stages of the game. On defeating Motherbrain (an event that takes place roughly two-thirds of the way through) the style of play becomes a more stealth-based affair. It's a welcome change of pace and, in terms of the series, offers a shocking surprise when you get to take control of Miss Aran *without* her armoured suit.


△ Hiding around the corners sometimes makes the pirates lose…


△ …track of you. No such luck with these life-sucking Metroids, though.

SUPER ZERO?

Still, as we said, it's a bit on the short side, and *Metroid* veterans will probably see this off in a couple of days playing on and off. On the Normal setting we managed to see it off in about five and a half hours' continuous play – and that was with the vast majority of items collected. Finishing the game does open a Hard mode, which is pretty tough, but by the time you open it, you'll know the game like the back of your hand. Nintendo have also included the original NES *Metroid* game. Although that's a nice addition, they've done that before.

So the question remains, should you buy it? Well, simply because of the quality we'd have to say 'yes' - but next time Nintendo, please, make the experience last longer.

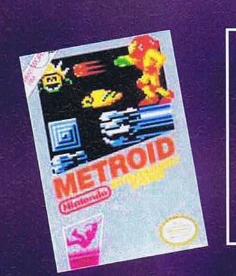
GERAINT EVANS

INFO BURST

FROM	NINTENDO
PLAYERS	1
SINGLE-CART	
LINK UP	NO
SAVE	ON-CART
OUT	30TH APRIL
COST	£30



GAME CHRONOLOGY
So far there have been six games in the Metroid series but they weren't released in chronological order…



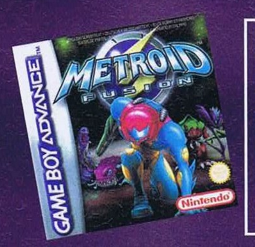
METROID
NES – 1986



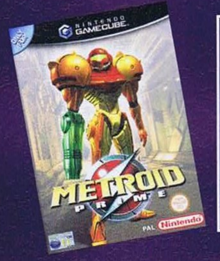
METROID II
THE RETURN OF SAMUS
GAME BOY – 1991



SUPER METROID
SNES – 1994



METROID FUSION
GBA – 2002



METROID PRIME
GAMECUBE – 2002



METROID ZERO MISSION
GBA – 2004

THE WOMAN BEHIND THE MASK

We investigate Samus Aran's mysterious past and contemplate what path she'll take in the future…

METROID TIMELINE

Below we present a history of Samus's exploits in the Metroid universe as we understand it. We've painstakingly pieced together all the tiny bits of information we could find, to give you as comprehensive a background to Samus Aran as possible.



IN THE BEGINNING…

- *Lifeforms on the planet SR388 become extinct when a new organism, the Metroids, wipe everything out.*
- *Metroids are discovered by the Galactic Federation and captured for study. Space Pirates attack the research vessel carrying the Metroid and take it back to the planet Zebes so they can use it to create devastating weapons of war.*
- *Samus' family are wiped out in the attack by Ridley and the Space Pirates on the planet K-2L. Everyone on the planet is killed apart from a little girl named Samus (illustrated in Kodansha's stunning online comic here).*
- *She's found by the Chozo (the bird-like race seen in Metroid Prime) and, after being infused with Chozo blood, is raised on the planet Zebes – ironically enough, the homeworld of the Space Pirates who destroyed Samus' family.*
- *The Space Pirates take over the planet Zebes with the help of Motherbrain. The Chozo, with their foundling Samus, leave the planet.*
- *When she's grown up, Samus, with the help of the Chozo's wisdom, training and technology, becomes the universe's best bounty hunter. Hearing of her talent at tracking criminals, she's sent on a mission to Zebes by the Galactic Federation.*



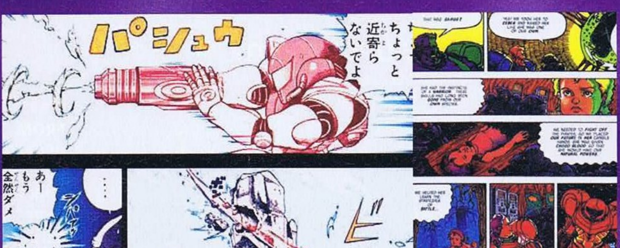














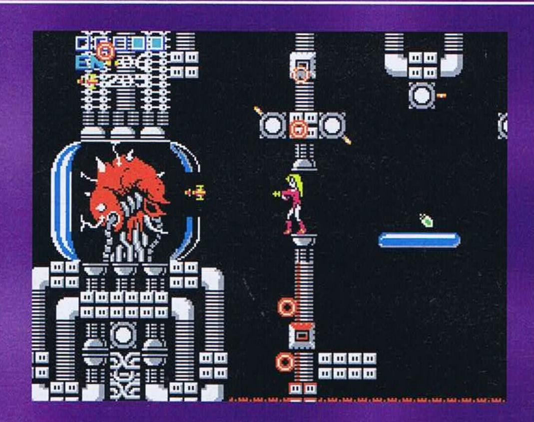


DID YOU KNOW? Apart from instruction manuals, the only kinds of non-game literature dealing with Samus' past have been Kodansha's web comic and Nintendo Power's 1994 comic series for Super Metroid. In retrospect, the US comic is, visually, poor by today's standards, although it does contain some great Samus facts.

METROID

■ For the safety of the universe, it's up to Samus to halt the Space Pirates' research into the Metroid life-form, which they're breeding by exposing Metroids to beta-radiation.

■ Little is given away in the original NES version. It's poignant for one reason - in that we discover Samus' true identity, as well as witness her single-handedly defeat Ridley, Kraid, the Motherbrain and the Space Pirates. In many ways, the game is like an abridged version of…





METROID ZERO MISSION





■ In this update, we follow Samus on her mission against the space pirates, but we also see for the first time, a glimpse of her as a child being taught by the Chozo.

■ We also see the evidence of her importance to the Chozo. Just as in Prime, they have left statues on Zebes to help her on her way. They assist her in her mission by pointing her in the right direction as well as giving her upgrades to her Chozo-built power suit. If we didn't know any better, we'd say that the Chozo were aware of her destiny…

METROID PRIME

■ Zebes falls to the might of Samus. Two research vessels carrying Metroids make their escape to the planet Tallon IV where an orbiting Pirate outpost is conducting experiments with a deadly substance called Phazon. The pirates intend to use Tallon IV as a new base.

■ Samus tracks the Pirate vessels to Tallon IV and sets about removing them, and the Phazon threat, from the planet.

■ Prime is interesting for a number of reasons. Although we don't find out much about Samus' past in this game, it's still a great source of information about the Chozo and Samus' relationship to them, thanks to the many logbooks dotted around the place. To save you spending time trekking around Tallon IV again, we've included the best bits of the story over the page.

METROID PRIME CHOZO LORE…

■ **CHOZO LORE: 'Worm'**
FOUND: Chozo Ruins, Crossway
"…the prophecies also speak of a great Defender, the one who delivers the world from evil. The final days draw near. Is the Newborn the Defender of which the seers spoke? We shall do all that we can to aid her, for she bears our legacy as she bears the ancient armor and weapons of our people…"

■ **CHOZO LORE: 'Hatchling's Shell'**
FOUND: Chozo Ruins, Crossway
"The hatchling walks among us… the child we found so long ago. What has she become, this Newborn? Clad in Chozo armor, wielding weapons our hands once held, does she dream of the Chozo as we once were? Does she long for her parents, lost to the same creatures that even now defile our sacred home?"

■ **CHOZO LORE: 'Hatchling'**
FOUND: Chozo Ruins, Ruined Fountain
"…it is the Hatchling Samus… she hunts the corrupted. Will our fates again be one? Will prophecy become real? When all strength wanes from the Chozo, will it be the Hatchling who fulfils our legacy?"

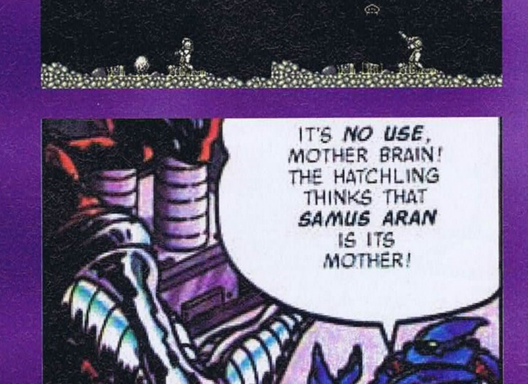
■ **CHOZO LORE: 'Hope'**
FOUND: Chozo Ruins, Hall of Elders
"…when we Chozo found her, a fledgling orphaned on a savaged planet, did a warrior's pulse already beat in her veins, filling her with righteous fury? Our hopes lie with her. We leave these messages for her, that she may find our artifacts and deliver the world from its evils…"

The Chozo prophecy suggests a mission beyond that of Prime with references to the fact that they are lost in another dimension (and, no, we're not talking about the ghosts here). Is Samus' ultimate goal to bring them home? Will they play a bigger part in future Metroid games? And what of Prime's ending? That hand that busts through the Phazon with the glaring eye on its back - is this a subject the next game will explore? Many people regard Prime as a side-story to the Metroid series rather than a genuine sequel. Does this mean that in future the GC games will concentrate on her past?





METROID II: THE RETURN OF SAMUS





■ Samus' next mission was to eradicate the Metroid threat at its source – the planet SR388. A team of Federation troops have already tried and failed.

■ Here we learn for the first time that there's more than one kind of Metroid – something that Prime delves further into. (If you can't be bothered to play through Metroid II to see them, you can view the weird Metroid mutations in the tanks of the Restricted Zone in Fusion).

■ Other interesting facts include the fact that progress was determined by the amount of Metroids you killed rather than travelling down long corridors, using weapons and upgrades to open the way.

■ On defeating the Metroid Queen, Samus finds a little egg, from which hatches a solitary Metroid. This last surviving Metroid, rather than attacking Samus and sucking her energy, treats her as though she were its mother. Samus takes it with her to…

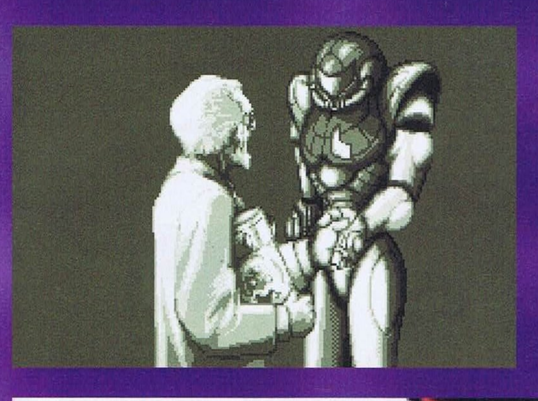
SUPER METROID

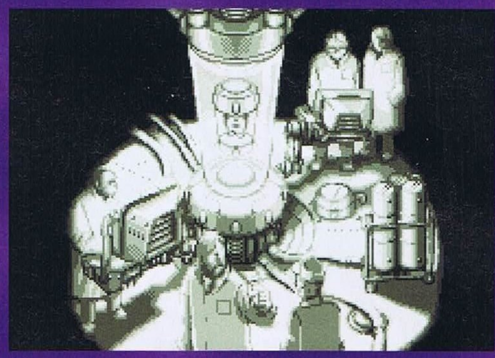
…Research station Ceres. Here scientists study the Metroid and decide that the species could benefit humanity.

The Space Pirates attack Ceres and, when Samus returns to help the scientists, discovers that Ridley was not defeated as she first thought. Ridley retreats to the planet Zebes with the baby Metroid.

Samus follows the pirates and, once again defeats the Motherbrain - but not without the help of the last remaining Metroid, which gives up its life to save Samus - something that she's rather upset about. We reckon that's a bit odd considering she's singlehandedly responsible for wiping the rest of the species out!

The planet Zebes is eventually destroyed with the death of Motherbrain.









METROID FUSION

Samus is infected by a new foe - the X parasite - and is saved by a Metroid vaccine. The parasite fuses her to the inner layer of her suit, changing its properties. Samus is now invulnerable to the X-parasite and can absorb it into her suit, letting her regenerate. Maybe the metroid vaccine is the reason why she's now vulnerable to ice?

In order to combat the X-parasite Samus must travel back to SR388 and infiltrate an orbiting research station. Here she discovers the X-parasite has cloned a version of her – a much more powerful version.

Most importantly, it's in Fusion *that we learn about Adam Malkovich - Samus' former Commanding Officer, who laid down his life so that she would live. The circumstances surrounding this event are, however, unknown. His consciousness is inside Samus' computer, and conversations between the computer, Samus, Galactic Federation and Adam suggest that there is something going on that Samus isn't aware of.*

Adam never appeared in any of the games before this. Many believe him to be the chunky blue-suited guy who appeared in (US official Nintendo magazine) Nintendo Power's Super Metroid Comic. It ran for around five issues back in the mid-nineties.

This isn't the case. That character is another bounty hunter called Huston who wants to work alongside Samus – who, in the end, decides she'd rather go it alone. (He was a rubbish character anyway, and we'd rather not see his stupid, ginger-bearded face again).

The end of Fusion *suggests that Adam may work his way into the next GBA Metroid games. Samus seems pleased that they are 'together' again and, hopefully, many of the unanswered questions thrown up by his appearance in this title will be answered in the future.*

















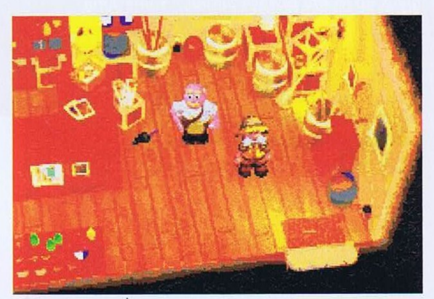




As you'd guess from their ghoulish appearance, these Grim Reaper-alikes are best avoided.



What's the time, Sabre Wulf? Dinner time! Now you've got to flee back to the start of the level.



There's a puzzle element to the levels, as you have to work out how to actually reach the lair.



Sabre's none too happy with your thievery…



Collect extra treasure on your way to Sabre's lair.



The levels aren't long, but things can get frantic.

SABRE WULF

Run for your lives! An ancient classic gets the Rare update treatment, with predictably accomplished results…



After their rather excellent GBA platformer *Banjo-Kazooie: Grunty's Revenge* we've been looking forward to Rare's *Sabre Wulf* update.

We've actually played this a fair amount in the past and it's bewildering that it's taken so bloody long to get to us – thankfully it's not disappointing in the slightest. The game is broken up into a number of areas accessed via a world map. These areas, in turn, hide a number of Sabre Wulf's lairs and in each is treasure that the wily old wolf has stolen. Your basic objective in each lair, then, is to grab the treasure before making your way back to the start of the level safely.

Things aren't that simple, of course. Each lair plays a little like a puzzle. There are a number of obstacles in your way that can't be overcome without the use of a special creature that you collect and keep in your backpack. Reach a cliff that's too high to jump up, for example, and you can use a creature that lets you bounce over it or, alternatively, you can use a serpent to create a lower platform to help you up.

Dotted around each level is a number of extra treasures to seek out, and so clever use of your resources is the order of the day if you want to get your mitts on them all.

Ultimately, however, your goal is to reach the end of the (relatively short) levels and swipe the main treasure from under Sabre Wulf's nose. As soon as you do so, he wakes up and chases you back to the start of the level. Many of the objects in the level disappear at this point – as do the places for your helpful creatures – whereupon the game takes on the form of a high-speed platforming pursuit in the opposite direction. It all works very well. The strategic aspect of making the journey to the treasure followed by the blind panic that ensues when you make your escape makes for a satisfying blend of gaming styles.

This, coupled with Rare's usual high standards of presentation (not to mention humour) create a game that feels strangely refreshing.

GERAINT EVANS

> "YOUR GOAL IS TO SWIPE THE MAIN TREASURE FROM UNDER SABRE WULF'S NOSE"

INFO BURST

FROM	THQ
PLAYERS	1
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30



DID YOU KNOW? *Sabre Wulf* was originally released on the Spectrum 48k by Ultimate – aka Rare – in 1984. It cost £9.99 at a time when most games were priced at £5.50.





△ You can buy various weapons and armour from the town's shops. There's also a store (a bit like the one in *PSO*) where you can analyse unknown items you find.



△ The combat is pretty dull alone. make sure you play with some mates.



△ Thankfully, there's a little more in the way of story than in the original.

SHINING SOUL 2

Four-player, co-operative monster slashing in the palm of your hand…

Take it from us, if you're ever stuck in hospital having your appendix taken out, then *Shining Soul 2* is a cracking antidote to the tedium. We so wanted to like the original, but unfortunately it was a little on the repetitive side. *Shining Soul 2*, we're happy to tell you, is a vast improvement. There are more races to choose from, the artwork is superb throughout and there's a vast array of items and accessories to customise your character with. There's also more in the way of a story to help draw you into the action.

The core premise, however, is pretty much the same. You choose from a number of different character classes like mages, warriors, healers and hulking great damage dealers before setting off for some slashing, crate-smashing and boss-battling. In this respect it's very *very* similar to *Final Fantasy Crystal Chronicles* or *PSO*, and if you or any of your friends are fans of those games (like we are) then we doubt very much you'll be disappointed by this one.

The only drawback, of course, is that it's virtually pointless playing this game on your own. If you do it's likely to get repetitive and utimately pretty dull very quickly. With three friends, however, it's a cracking laugh, and all the elements of co-operation, cameraderie and item swapping that typifies games like this shine through – with the added bonus that this baby is portable.

So the question is this: do you have any friends who are willing to fork out for a copy of the game each and play along with you for the duration of the adventure? If the answer is 'no' then we really wouldn't bother. If the answer is 'yes', you'll find it to be an absorbing, long-lasting and highly enjoyable little adventure game. Recommended.

GERAINT EVANS

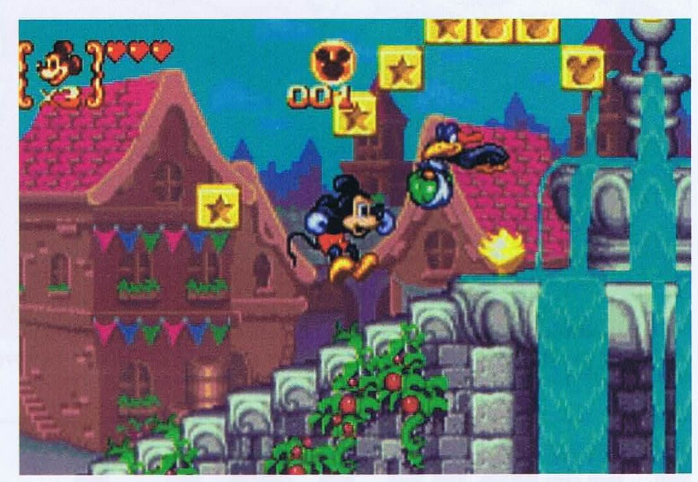


△ You can only hold so many items at one time, so deposit some at the bank.



DISNEY'S MAGICAL QUEST 3

A Disney platformer that we actually like? You'd better believe it.



△ Yeah, we know. It's Mickey Mouse and we *do* hate him – more than you'll ever know. But even we have to admit that this is a cracking little platformer.



△ There's a surprising number of bosses throughout your adventure.



△ Mickey's new suit of armour allows you to punch through some platforms.



You're not going to believe this. After everything we've said about rubbish Disney platformers and how there's no reason for them to exist, along comes *Disney's Magical Quest 3*. See, the thing is, it's actually quite good. No, we take that back… it's actually *very* good.

It begins in typical Uncle Walt fashion. Huey, Duey and Louie are up in Donald's attic and discover a magic book that they get sucked into. Naturally it's up to Mickey and the duck to save the day. Nothing remarkable there, then, but when you begin the adventure there's a genuine air of quality about the game. There's some lovely detailed artwork in each level, for example. The music's excellent and thoroughly appropriate for this type of game, and the animation's great.

These are all superfical things, of course. Where the game shines is that, as a platformer, it's incredibly solid and well designed. Enemy placement's spot-on, the difficulty curve is perfect – it offers a decent challenge, while the variety of platforming tasks, skills (which you earn by changing your character's costume) and secrets that you have to uncover makes playing though the game a very satisfying experience. In many ways it reminds us of the good old days of games like *Castle of Illusion* – a high accolade indeed.

GERAINT EVANS

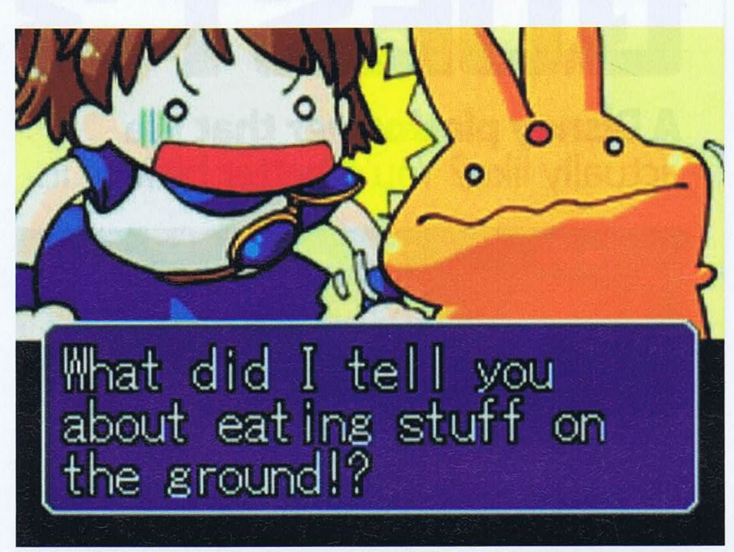


PUYO POP



Δ Oooooh! Just look at that. LOOK AT IT! Look at all those beans. B-E-A-N-S!

Sacrifice yourself once more to Sega's super-addictive Mean Bean Machine. And no, it hasn't changed a bit…



Δ Oh shut up – at least I've got a mouth! What have you got? A gaping crimson trough that takes up two-thirds of your head! And don't get me started on your eyes…



A little girl is wandering through the forest with a lump of jelly that's eating all kinds of rubbish that it finds on the floor. She doesn't like it, but sees no problem in picking up a filthy lump of chocolate she finds and stuffing it in her face. The result? The appearance of magic gateway to a whole new world of Puyo Popping fun. We'll, when we say 'new' we mean 'exactly the same *Puyo Pop* fun you've had for the last decade'.

On the off chance that an **NGC** reader has spent the last 20 years planting vegetables on the moon or something, the premise, just as with *Mr Driller* down below, is simple. We'll take you through it. You've got a bunch of coloured falling beans. Group four beans of the same colour and they'll disappear – but in order to succeed you need to set your beans up so they disappear in a chain reaction. A 'combo,' if you will. But then you probably already knew that.

So quite why it needs explaining we'll never know – because you're already in one of three camps. You may already own another version of it and have had your fill. You may have never played it and will disregard it because 'it looks like a load of old beans to stack.' Or you may be in that group of people who'll take all the beanery you can get. Whatever camp you're in, we reckon it's still good.

GERAINT EVANS



PINBALL OF THE DEAD

Completely stupid name and a thoroughly disappointing game…



One word of warning: don't even think about buying this if you don't have a GBA SP or a GBA fitted with an Afterburner because you won't be able to see a damn thing. Colour-wise, everything's horribly murky, with an 'attractive' blend of greys and browns making up the bulk of the game's pallette, intermittently punctuated with a flat garish splat of crimson every time your ball hits a zombie. Still, we suppose the colour scheme's fitting given that the overall theme is that of the undead, but ultimately it makes the game feel drab – especially when, as a pinball game, it really isn't up to much.

The physics of the game are pretty ropy – you can't skip the ball from one flipper to the other, for example – and the ball frequently gets stuck on hinges and obstacles. Moreover, there's a little *too* much randomness going on – and on more than one occasion, the ball was out of play just as soon as it had come in through no fault of anyone other than horrible, soul-crushing chance.

Not very good then. Nope.

GERAINT EVANS



Δ Pretty ugly, no? It plays quite badly too. So, er… it's a bit rubbish then. Yes.

INFO BURST	
FROM	WOW ENT'
PLAYERS	1
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **55**

MR DRILLER 2

It's downhill from here. Namco's workman makes a welcome return...



Δ This little intro actually has full speech throughout. Not bad at all.



Δ Drill my little friend. DRILL! Watch out for falling blocks or you'll DIE!



This is one of those games that we'd classify in the same group as *Super Bust-A-Move* and *Puyo Pop*. They're all good, solid puzzlers that will continue to be released time and time again, with few real changes made. For once this isn't necessarily a bad thing – they're all very addictive in their own way.

Out of those games, though, we'd say that *Mr Driller* is the more reaction-based. You have to steadily drill your way through coloured blocks, making sure you pick up capsules of air so you don't suffocate (which is what brings the time and pressure element into the game), all the while trying to make sure the blocks above you don't collapse on your head. It's simple in its premise, but, as is always the case, fiendishly challenging on harder settings and, consequently, very difficult to put down once you've started.

Suffice to say, we like it. We've always liked it. If you've never tried it before, now's a good time to start.

GERAINT EVANS



MEGA MAN
BATTLE CHIP CHALLENGE

What was once a pleasant, strategy-action title is now a horrible, *HORRIBLE* little turd of a game…



△ **There's quite literally naff-all in terms of interaction. This is really quite awful.**



△ **They've even dumbed down the RPG-style section so you can't walk about.**

For the love of Shigsy, what *has* happened here? If you read **NGC** regularly, you'll no doubt know that we've had something of a soft spot for Capcom's GBA *Battle Net* series of Mega Man games. This time, though, they've blown it, they really have.

Capcom *had* an interesting little strategy game that combined some smart action/reaction elements (you moved about on a little grid in real-time) combined with the kind of strategy you find in card battle games. Only they've ruined that completely. There's now no action element at all. You select battle chips and sort them into different paths, which the computer then selects at random in battle. True, there is an element of strategy there, but it simply isn't any fun. At all.

All you get to do now is sit back and watch the battle, and there's nothing you can do to interact until it's all over. Bizarrely, you can choose not to view the battle by hitting Select, which effectively turns the game into a tedious process of creating decks of battle chips and then hoping for the best. It's awful, a travesty and actually quite upsetting.

GERAINT EVANS



INFO BURST	
FROM	CAPCOM
PLAYERS	1-2
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **33**

SONIC BATTLE

Contrary to common belief this isn't acually *that* bad. No, really…


This is actually a bit like a 3D *Smash Brothers*. The fighting system is pretty simple, with only two attack buttons (a normal and super attack) along with a jump button, but together with stabs at the D-pad and a fair amount of practice, you can pull off a surprising number of moves and combos.



△ **Some smart 3D effects and an amusing little game in multiplayer.**

Granted, it is ultimately a simplistic affair and the Story mode, along with the game's tedious dialogue, isn't going to keep single players happy for long. But as a multiplayer experience it isn't bad. Presentation-wise it's solid too, with impressive 3D work going into the battle arenas.

Unfortunately, much like this month's *Shining Soul 2* you're really going to have to find like-minded friends to play with you, and in all honesty *Soul* is far more rewarding.

GERAINT EVANS

INFO BURST	
FROM	SEGA
PLAYERS	1-4
SINGLE CART LINK	YES
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **78**

SONIC PINBALL PARTY

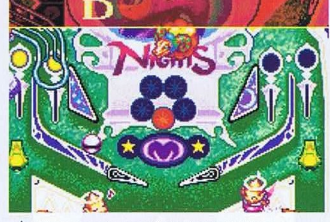
Three tables of Sonic Team goodness? Don't mind if we do…


In comparison to this month's *Pinball of the Dead*, *Sonic Pinball* is positively vibrant – and all the better for it. However, it's still not quite up to the standards set by *Pokémon Pinball*.

The *Sonic-*, *NiGHTS-* and *Samba de Amigo*-themed tables are well designed, with plenty of secrets to explore. Moreover, the selection of minigames and fantastical set-pieces that you earn by making well placed shots help to make replaying for high scores worth the effort.

Unfortunately, many of the problems that plague *Pinball of the Dead* rear their ugly heads here too. First and foremost, the physics simply aren't good enough and the ball often feels too light, too floaty, for our tastes, making basic tactics like stopping the ball with your flipper or skipping it from one to the other problematic. The only other major fault is that it's a little bit on the easy side. That said, the inclusion of a single cart link for four players almost makes up for it. Almost.

GERAINT EVANS



△ **Not great, but it's better than *Pinball of the Dead*, that's for sure.**



INFO BURST	
FROM	SEGA
PLAYERS	1-4
SINGLE CART LINK	YES
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **76**

FIVE FOR A PRIZE!

Over the next few pages, you'll see a selection of Top Fives – games hand-picked by us which we recommend anyone new to Nintendo Gamecube gets involved with. Now we want yours. They can be any regular category of game, or something a little different (your five favourite multiplayer games, five games with brilliant endings etc). Send us your Top Five list and earn yourself a priceless (or, more likely, worthless) prize!

NGC ESSENTIAL

THE BEST 'CUBE GAMES MONEY CAN BUY...

TOP FIVE VIDEOGAME UNDEAD

The living dead are back – but they don't want your brains. They want a starring role in a game.



KING BOO
Multitalented spook



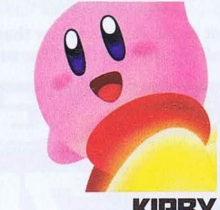
THE MUMMY
Hilariously maulable



KAIN
The Daddy of vampires



BLOOD RAYNE
(Red) saucy!



KIRBY
Too evil to live...







1 THE LEGEND OF ZELDA THE WIND WAKER — 97

NINTENDO ■ NGC/79

The babbling of the internet whingers faded to a stunned silence when this hit the shelves. It's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some sailing sections spoil it a bit, and it's pretty short, but this is as close to 'art' as 'games' have been yet.





2 METROID PRIME — 97



NINTENDO
NGC/79

A polished, addictive adventure-cum-shooter-cum-platformer that pushes the envelope in every field.

3 SUPER MARIO SUNSHINE — 96



NINTENDO
NGC/73

Mazza's cleaning up a tropical island. With the polished visuals and sense of fun of *Mario 64*, this pushes the right buttons.

4 MARIO KART DOUBLE DASH!! — 93



NINTENDO
NGC/88

The best *MK* ever – and the best multiplayer title on GC. More characters, special weapons and crazy tracks.

5 F-ZERO GX — 93



NINTENDO
NGC/85

Speed, challenge and stunningly designed tracks blended to form the finest of arcade racing experiences. It really is fast.

6 SOUL CALIBUR 2 — 92



NAMCO
NGC/85

The best fighting game on *any* system, offering rich depths to those who go looking. And you can go nuts with Link.

7 TIMESPLITTERS 2 — 92



EIDOS ■ NGC/72

A stonker of a time-travelling FPS, *Timesplitters 2* crept out of nowhere to become GC's finest example of the genre. Wick!

8 SUPER SMASH BROS MELEE — 91





NINTENDO
NGC/68

An eye-singeing multiplayer and cameos from just about every Ninty character make this basher special.

9 HARVEST MOON A WONDERFUL LIFE

91



UBI SOFT NGC/91

Whimsical, charming farm sim – sounds unremarkable, but will have you addicted in no time. Wonderful indeed.

10 HITMAN 2 SILENT ASSASSIN

91

EIDOS ■ NGC/82

Tighten the fibre-wire and leave your morals at the door as Mr 47 brings his elimination simulation to the 'Cube. This is stealthy, free-form gaming at its finest.

11 WAVE RACE BLUE STORM
91



NINTENDO NGC/67

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer with *the* most incredible water effects.

12 VIEWTIFUL JOE
90



CAPCOM NGC/80

Distinctive-looking side-scrolling 2D beat-'em-up in which you feel you're editing a movie while you're playing a game.

13 WORMS 3D
90



SEGA ■ NGC/87

Turn-based strategy, but loopier than a tin of spaghetti hoops. The annelids enter 3D – all you need for stupid fun is three homicidal pals.

14 BURNOUT 2
90



ACCLAIM NGC/80

B2 takes the best bits of the first game – speed and collisions – and welds them onto more modes than you can eat.

15 PHANTASY STAR ONLINE

90

ATARI ■ NGC/78

Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing and item collection.

16 1080° AVALANCHE
90



NINTENDO NGC/89

Fewer tricks involved than in *SSX3* – more of a snowboard racer than an extreme sports title. You'll grow to love it.

17 METAL GEAR SOLID THE TWIN SNAKES
90



KONAMI ■ NGC/91

This story of taking on terrorists is an old one, but the updated graphics and gameplay make this Snaky snuff-fest is a Gamecube essential.

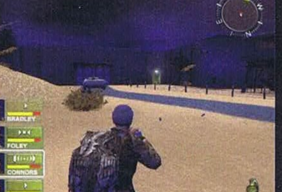
18 SKIES OF ARCADIA LEGENDS
90



ATARI ■ NGC/81

Vast RPG ported from the Dreamcast. "It'll take away a chunk of your life and you won't want it back", says a man versed in such things.

19 CONFLICT DESERT STORM 2
90



SCI ■ NGC/86

Sandy warmongering. You're not allowed to let any of your men die in this sequel, which leads to all sorts of life-saving heroic gameplay.

20 SSX 3
89

EA ■ NGC/87

Improves over its excellent predecessor in every area. A range of modes, ludicrous tricks and the mountain to end all videogame mountains will keep you busy.

TOP TEN GBA GAMES



1 ADVANCE WARS 1 & 2
Cute-looking turn-based strategy, with a frighteningly addictive, super-challenging core. Honestly, it's better than it sounds. *AW2* is essentially *Advance Wars 1.5*, but it's tweaked to perfection.

2 METROID FUSION
Everything that has ever made *Metroid* great can be found here. A sprawling environment littered with baddies and an imposing difficulty level. It has a great link-up feature with *Prime* too.

3 SUPER MARIO ADVANCE 2
This tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever.

4 WARIO WARE
Imagine the simple graphics and gameplay of Game & Watch fired at you in five-second bursts. Loopy fun that you'll keep returning to.

5 MARIO KART SUPER CIRCUIT
Nicks the best bits from the SNES and N64 versions, and if you've got four friends, GBAs and cables, they can play too.

6 POKÉMON RUBY & SAPPHIRE
The same structure as before – catch 'em all, send 'em into battle – but still the most entertaining RPG out there…

7 STREET FIGHTER ALPHA 3
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player.

8 MARIO & LUIGI SUPERSTAR SAGA
An RPG with puzzle and platform elements starring our two top plumbers.

9 GRADIUS ADVANCE
The best shooter on Game Boy Advance. Classic *Gradius* gameplay, with innovative levels and fantastic bosses.

10 TOP GEAR RALLY
Impressive 3D racer – you can really feel the speed, even though it's on a handheld. It's got plenty of depth when you get into it.



NGC DIRECTORY

Your at-a-glance guide to every other PAL title on Gamecube.

HOW IT ALL WORKS

Title, score, publisher and where to find the review.

KEEP YOUR TRAP SHUT — **00**

CAPCOM ■ NGC/92
We've played it and it's great. But if we tell you about it, we're in the dwang. How odd is that?

A brief outline of what to expect and whether you should consider it…



18 WHEELER PRO AMERICAN TRUCKER — **48**
ACCLAIM ■ NGC/68
Drive your truck and avoid 'smokey'. The arcade version with the sit-in cabinet was better.

2002 FIFA WORLD CUP — **30**
EA ■ NGC/69
As much fun as being told your parents have been killed in a car crash and then contracting Weil's Disease.

ACE GOLF — **74**
EIDOS ■ NGC/74
A highly enjoyable, relaxing sticksie-ball game that treads the middle-ground between fun and serious.

AGGRESSIVE INLINE — **81**
ACTIVISION ■ NGC/72
Hawk's alterno-clone – you skate around massive arenas, 'busting' tricks on a pair of 'roller-boots'.

ATV QUAD POWER RACING 2 — **70**
ACCLAIM ■ NGC/77
Wave Race on land with farming utility vehicles. Competent, but there's superior racing fare out there.

BALDUR'S GATE DARK ALLIANCE — **80**
VIVENDI ■ NGC/81
Dungeon-slashing adventurising with fewer numbers and a special two-player flavour. Actually quite good.

BARBARIAN — **70**
VIRGIN ■ NGC/72
A button-mashing fantasy battler complete with fully-smashable arenas. Fun, but not as good as *Smash Bros.*



BATMAN: DARK TOMORROW — **15**
KEMCO ■ NGC/81
For ages, Gamecube's most arse-clenchingly bad title. Clunky, dull, gameplay-free superheroics.

BATMAN: RISE OF SIN TZU — **45**
UBI SOFT ■ NGC/88
Repeated bashing that would've been great 15 years ago. It's okay, but only just. Batman deserves better.

BATMAN VENGEANCE — **70**
UBI SOFT ■ NGC/67
Cel-shaded platforming cartoon bat-action. One of the first Cube games – it's looking pretty ropy already.

BEACH SPIKERS — **79**
ATARI ■ NGC/72
Volleyball on sand. Addictive with four players, but the single-player's longevity lets the side down.

BEYBLADE: SUPER TOURNAMENT BATTLE — **10**
ATARI ■ NGC/88
For £40, we'll come and cheesegrater your eyes. It's more fun and lasts longer than this spinning top sim.

BIG AIR FREESTYLE — **28**
ATARI ■ NGC/75
Another awful off-road bike title, the kind that makes you want to cry the second you've started playing.

BIG MUTHA TRUCKERS — **71**
EMPIRE ■ NGC/83
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by wall-eyed hillbillies.

BILLY HATCHER & THE GIANT EGG — **86**
SEGA ■ NGC/87
Rescue the Chicken Elders by rolling an egg around and smacking bad guys with it. Hatch it while you can!

TOP FIVE PLATFORM GAMES



SUPER MARIO SUNSHINE
A tour-de-force of everything good gaming should be.

LUIGI'S MANSION
Yes. it's a little easy to polish off, but you'll enjoy every second.

RAYMAN 3 HOODLUM HAVOC
Can't touch *Sunshine*, but it's entertaining and looks 'the bomb'.

WARIO WORLD
Not that tough to beat, admittedly, but still bags of fun.

SONIC MEGA COLLECTION
The best hedgehog games in existence on one tiny disc.

TOP FIVE RACING GAMES



MARIO KART: DOUBLE DASH!!
Single-player mode looks as cute as ever, but is rock hard.

F-ZERO GX
Expertly crafted arcade fun. Really rockets along.

WAVE RACE BLUE STORM
Classic Nintendo action with dazzling water effects.

BURNOUT 2
Fast car racing combined with steel-crunching crashes.

EXTREME G 3
The weapons are what make this future racer shine.

BIONICLE — **29**
EA ■ NGC/87
Diabionicle, more like. Tedious and fiddly with a duff camera and no incentive to keep playing.

BLOOD OMEN 2 LEGACY OF KAIN — **72**
EIDOS ■ NGC/77
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire Kain is awake and hungry.

BLOOD RAYNE — **65**
VIVENDI ■ NGC/79
Vampire fun. Dismember Nazis, fire period weaponry, and battle an *evil priest* driving an *armoured pulpit.*

BLOODY ROAR: PRIMAL FURY — **74**
ACTIVISION ■ NGC/68
Competent morphing-into-animals fighting antics, but *Capcom vs SNK* and *Mortal Kombat* have surpassed it.

BMX XXX — **48**
ACCLAIM ■ NGC/76
Childish, boring BMX game featuring strippers showing you their nipples. Get a girlfriend instead.

BOMBERMAN GENERATIONS — **70**
VIVENDI ■ NGC/76
Yet another update of the arson franchise. Single-player is tedious; four-player is addictive as ever.

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS — **70**
VIVENDI ■ NGC/86
Lacking in essential Buffiness, and not just because the Gellar girl didn't voice it. Good, but not great.

BURNOUT — **86**
ACCLAIM ■ NGC/67
With spectacular crashes and perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

CAPCOM VS SNK 2 EO — **79**
CAPCOM ■ NGC/72
A great game, but purist retro freaks will want to fork out for a clunky arcade stick to get the most from it…

CASTLEWEEN — **16**
WANADOO ■ NGC/81
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on.

CEL DAMAGE — **60**
EA ■ NGC/66
Cel-shaded car-combat game in the vein of violent cartoons. Too manic and confusing for its own good.

CONFLICT DESERT STORM — **89**
SCI ■ NGC/80
Tense and teeth-gritting, with a great co-op mode. Brain-based fun for those nuclear winter evenings.

CRASH BANDICOOT THE WRATH OF CORTEX — **40**
VIVENDI ■ NGC/75
One of the worst ports we've seen – of a game that was a load of crap to begin with! Avoid like death.

CRASH NITRO KART — **53**
VIVENDI ■ NGC/89
The basic graphics and cheaty CPU karters are bad, but the loading times are ridiculous. Buy *Mario Kart.*

CRAZY TAXI — **70**
ACCLAIM ■ NGC/67
A title that's so old, it's been included as a minigame in *GTAIII.* Creaky graphics, but still good fun.

DAKAR 2 — 79
ACCLAIM ■ NGC/80
Driving around in a vast expanse of dirt for days on end? *Dakar 2* manages to make this pretty good fun.

DARK SUMMIT — 51
THQ ■ NGC/69
SSX Tricky with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

DAVE MIRRA 2 FREESTYLE BMX — 75
ACCLAIM ■ NGC/67
Pornography-free, good, moto-cross game. Slick, with big arenas – but will only appeal to the BMX hardcore.

DIE HARD VENDETTA — 80
VIVENDI ■ NGC/74
Shoot holes in people who look like terrorists, so the US can enjoy one more night of guiltless slumber.

DEAD TO RIGHTS — 60
EA ■ NGC/83
Mindless ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

DEFENDER — 50
MIDWAY ■ NGC/79
Pointless 3D update that makes one of the hardest-core arcade classics easy and, by extension, depressingly dull.

DEF JAM VENDETTA — 87
MAJESCO ■ NGC/82
Wrestling thumpfest featuring all your favourite hip-hop artistes. Bone-crunching moves and 'sick' beats.

DISNEY'S EXTREME SKATE ADVENTURE — 74
DISNEY ■ NGC/85
Neither extreme nor adventurous, but fine for people not up to *Tony Hawk's*, like your little brother or nan.

DISNEY'S MAGICAL MIRROR — 26
DISNEY ■ NGC/73
The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

DISNEY SPORTS BASKETBALL — 55
KONAMI ■ NGC/82
Strip away the franchise and it's another simple Sports title. Soon to follow: *Disney Sports Russian Roulette*.

DISNEY SPORTS FOOTBALL — 69
KONAMI ■ NGC/76
This isn't anywhere near as bad as you may think. It's an amusing, simple footie game for younger gamers.

DISNEY'S PARTY — 56
EA ■ NGC/86
Mickey and chums in a mildly entertaining party game – but would you pay £30 to be mildly entertained?

DISNEY SPORTS SKATEBOARDING — 64
KONAMI ■ NGC/80
The Mouse and his irritating friends try 'busting tricks'. Walt must be spinning in his cryogenic pod.

DONALD DUCK GOIN' QUACKERS — 32
UBI SOFT ■ NGC/68
Like *Crash Bandicoot*, but with The Duck in charge, going bthackakackth. Also total rubbish.

DOSHIN THE GIANT — 62
NINTENDO ■ NGC/74
Quirky title that puts you in charge of a giant man who must help/hinder islanders. A little short-lived.

TOP FIVE FIGHTING GAMES



SOUL CALIBUR 2
Gorgeous Link-fuelled beat-'em-up from fight kings Namco.

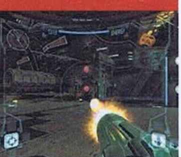
SUPER SMASH BROS MELEE
All your favourite Ninty types pounding each other's faces in.

VIEWTIFUL JOE
The only one-player beat-'em-up in our top five. Stunning.

DEF JAM VENDETTA
The wrestling game that appeals to non-grapple fans as well.

MK DEADLY ALLIANCE
"Mind if I remove your spleen?" "Ooh, go on – finish me."

TOP FIVE SHOOTING GAMES



METROID PRIME
Tough as nails shooting-heavy sci-fi adventure.

TIME-SPLITTERS 2
Class first-person shooting from the *GoldenEye* boys.

STAR WARS ROGUE LEADER
Looks great and lacks the ropy on-foot sections of the sequel.

XIII
Euro-shooter with comic-book looks and very serious violence.

IKARUGA
A pure arcade shooter that's tougher than most.

DRAGON BALL Z: BUDOKAI — 43
ATARI ■ NGC/87
Dated fighter where the characters move as though their feet are lead-plated. Avoid even if you're a DBZ fan.

DRAGON'S LAIR 3D — 48
THQ ■ NGC/91
As fiendishly unforgiving as the original, but no fun at all. For nostalgia freaks only.

DRIVEN — 60
BAM ■ NGC/68
Very basic, short game of the bad film about driving fast in a circle. Filling up bargain bins as we speak.

DR MUTO — 70
MIDWAY ■ NGC/79
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles.

DROME RACERS — 46
EA ■ NGC/85
Brings absolutely nothing new to racing, and doesn't manage to do the old stuff with any flair either.

EGGO MANIA — 49
KEMCO ■ NGC/72
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga.

ENTER THE MATRIX — 73
ATARI ■ NGC/81
Take the red pill and find out how disappointing this movie tie-in is. We were expecting something special.

ESPN INTERNATIONAL WINTER SPORTS 2002 — 37
KONAMI ■ NGC/67
Combines tiresome button-mashing with equally dull timing and precision exercises. Dull.

ETERNAL DARKNESS — 89
EA ■ NGC/74
A Lovecraftian yarn of ancient evils told through 12 playable characters and an innovative magic system.

EVOLUTION SKATEBOARDING — 78
KONAMI ■ NGC/79
Snazzy-looking *Hawk's* clone, but then, who wants an Elvis impersonator if the King's in town?

EVOLUTION SNOWBOARDING — 23
KONAMI ■ NGC/79
Fight bad guys while sliding down a hill. Worse than *Dark Summit*. Games like this should be made illegal.

EXTREME G3 — 85
ACCLAIM ■ NGC/67
An underrated gem, offering speed, huge tracks, ingenious weaponry and eye-sparkling visuals.

F1 2002 — 67
EA ■ NGC/71
Rock-hard racing your dad will enjoy. Also features humourless Hun driving robot Schumacher version 1.0.

F1 CAREER CHALLENGE — 81
EA ■ NGC/83
Packed representation of the glamorous world of F1 team management. You can take the cars for a spin too.

FIFA FOOTBALL 2003 — 83
EA ■ NGC/75
EA finally remember how good football games are made. Actually better than *ISS 2*. A vast improvement.

FIFA FOOTBALL 2004 — 85
EA ■ NGC/87
It wasn't broken, but EA fixed it anyway, slinging in more stats, new animations and a great Career mode.

FINAL FANTASY CRYSTAL CHRONICLES — 86
NINTENDO ■ NGC/91
Beautiful looking, but with expensive hardware needs. An ambitious multiplayer RPG that mostly works.

FINDING NEMO — 65
THQ ■ NGC/86
Horrible loading times and stuttering graphics spoil what could have been enjoyable for rugrat gamers.

FREEDOM FIGHTERS — 83
IO ■ NGC/86
Blast invading Russian commies intent on taking over the US. Realistic? Not on your nelski. Fun? Oh da.

FIREBLADE — 59
MIDWAY ■ NGC/77
Brain-free 'copter game that'll appeal to military-obsessed psychos and fans of 80s Vietnam war films.

FROGGER BEYOND — 59
KONAMI ■ NGC/80
The trend for 'improving' ancient games by making them 3D taken to its most extreme conclusion.

GAUNTLET: DARK LEGACY — 25
MIDWAY ■ NGC/68
We'd be far more comfortable with this if we'd had it inserted rectally. An insult to the memory of a classic.

GLADIUS — 70
ACTIVISION ■ NGC/88
Persevere with the tutorials and odd glitches – there's a rewarding strategy title buried under the graphics.

GODZILLA: DESTROY ALL MONSTERS MELEE — 68
ATARI ■ NGC/74
Stompy monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

GOTCHA FORCE — 69
CAPCOM ■ NGC/90
Repetitive robot collect-'em-up battler which is actually pretty good fun, if a tad simple and repetitive.

HARRY POTTER AND THE CHAMBER OF SECRETS — 78
EA ■ NGC/75
Attractive and competent adaptation of Potter's film – but rather easy. Only die-hard wizard fans need apply.

HARRY POTTER AND THE PHILOSOPHER'S STONE — 70
EA ■ NGC/89
Out on PS2 before *CoS*, now out on Cube with graphics nabbed from *CoS*. At least the game's simple…

HARRY POTTER QUIDDITCH WORLD CUP — 62
EA ■ NGC/88
Potter fans will love the details, but as a sports game, this broom-based title is one to sweep under the rug…

THE HOBBIT — 58
VIVENDI ■ NGC/88
Competent enough cutesy adventure but somehow not interesting, despite elves and dragons and dwarves.

HOT WHEELS HIGHWAY 35 WORLD RACE — 33
THQ ■ NGC/90
Ugly, gaudy and slow racer. Oh, and the handling's rubbish. Too boring to have a place on your Cube.

DIRECTORY

Every Gamecube game ever… rated!



JEDI KNIGHT II 67
ACTIVISION ■ NGC/75
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious.

HOT WHEELS VELOCITY X 45
THQ ■ NGC/75
Basic racing/car-combat game based on plastic toys. Strictly for the very, very young. Or very stupid.

HULK 65
VIVENDI ■ NGC/82
Get angry, turn green, and SMASH your way through puny soldiers. Also stealth sections with Bruce Banner.

IKARUGA 85
ATARI ■ NGC/80
Old-style shooter – originally designed for robots, now available for human consumption. Very, *very* hard.

ISS 2 83
KONAMI ■ NGC/68
A winning formula tarnished with unnecessary 'improvements'. Good – but also a step backwards.

ISS 3 78
KONAMI ■ NGC/82
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode.

THE ITALIAN JOB: LA HEIST 54
EIDOS ■ NGC/85
So short, even games goobers can finish it. The lack of variety doesn't help. A mini game in every respect.

JAMES BOND 007 AGENT UNDER FIRE 70
EA ■ NGC/70
Workaday gameplay dressed up in off-the-peg shooter upholstery, shooting baddies with ping-pong balls.

JAMES BOND 007 EVERYTHING OR NOTHING 68
EA ■ NGC/91
Barely above average, this not-based-on-a-film film tie-in is only redeemed by 007's winning personality.

JAMES BOND 007: NIGHTFIRE 72
EA ■ NGC/75
The best Bond game on Gamecube so far, but the visuals can't hide an FPS that's lacking overall.

JEREMY MCGRATH SUPERCROSS WORLD 20
ACCLAIM ■ NGC/69
Like a nightmare about doing cross-country wearing nothing but steel-wool pants and wire flip-flops.

JIMMY NEUTRON BOY GENIUS 18
THQ ■ NGC/78
Tedious, sorry, devoid-of-inspiration 'puzzle' game that actually manages to out-borify *Universal Studios*.

JIMMY NEUTRON JET FUSION 71
THQ ■ NGC/89
Jimmy's second game is a big improvement. A simple platformer good for younger gamers.

JUDGE DREDD DREDD VS DEATH 84
VIVENDI ■ NGC/89
An atmospheric, exciting shooter made better by the presence of the Big Chin himself, Judge Dredd. Drokk!

KELLY SLATER'S PRO SURFER 75
ACTIVISION ■ NGC/73
Same old trick-based extreme-sports, but this time in tubes made of water. Quite good fun, for a while.

KNOCKOUT KINGS 2003 79
EA ■ NGC/75
If the arcadey nature of *Rocky* doesn't sit that well with you, give this face-smashing simulator a go instead.

LEGENDS OF WRESTLING 47
ACCLAIM ■ NGC/69
Bringing back old-skool 'rasslers' isn't enough to make this any good. A shambolic licensing cash-cow.

LEGENDS OF WRESTLING II 50
ACCLAIM ■ NGC/76
Yet another travesty of a wrestling game, but made marginally better by the addition of Big Daddy.

LOONEY TUNES BACK IN ACTION 56
EA ■ NGC/90
Irritating monkey-collecting platformer. You'll find yourself wearing a tinfoil hat to stop all the voices.

TOP FIVE ADVENTURE/ RPGS



ZELDA: THE WIND WAKER
Phenomenal. A reason to own Gamecube itself.

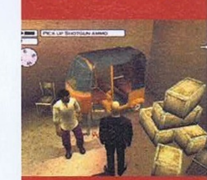
METROID PRIME
Tough as nails shooting-heavy sci-fi adventure. Again.

PHANTASY STAR ONLINE
A number-cruncher that turns epic with a bit of t'internet.

SKIES OF ARCADIA LEGENDS
If 'classic' RPGs are your bag, this boy'll be a sackful of joy.

LOST KINGDOMS II
Polished RPG with card collecting elements. Neat.

TOP FIVE ACTION ADVENTURE



HITMAN 2
Compelling assassin sim that kills the competition dead.

RESIDENT EVIL
A superior zombie-cruncher with slightly niggly controls.

ETERNAL DARKNESS
Another Nintendo exclusive that never fails to entertain.

SPLINTER CELL
Captivating stealth-laced adventure from the hand of Clancy.

RESIDENT EVIL 0
Not as good as those titles up there, but it's still dead good fun.

THE LORD OF THE RINGS THE RETURN OF THE KING 86
EA ■ NGC/87
More playable characters, including Gandalf, and less button-mashing make an epic, very enjoyable sequel.

THE LORD OF THE RINGS THE TWO TOWERS 68
EA ■ NGC/78
Repetitive hacking game with RPG overtones. Guide your man through levels making goblin prosciutto.

LOST KINGDOMS 86
ACTIVISION ■ NGC/70
Collect, er, cards, and battle monsters with them in fantasy landscapes. The sequel does it better, though.

LOST KINGDOMS 2 87
ACTIVISION ■ NGC/81
Set 200 years after the events of the first game. It's more satisfying, but it's still on the frothy side.

LUIGI'S MANSION 88
NINTENDO ■ NGC/67
Luigi stars in this short, but ace, fantastically playable combination of *Super Mario World* and *Ghostbusters*.

MADDEN NFL 2004 87
EA ■ NGC/85
Great stuff – a satisfying and accessible version of the sport for new *and* experienced Yankee Egg Chasers.

MARIO PARTY 4 68
NINTENDO ■ NGC/75
Disappointing. Not bad if you're in the mood for party fun, but it's done little to improve on the originals.

MARIO PARTY 5 80
NINTENDO ■ NGC/89
A much better boardgame from Mazza, although the new Capsule system can slow things down a lot.

MAT HOFFMAN'S PRO BMX 2 70
ACTIVISION ■ NGC/75
A decent extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

MEDAL OF HONOR FRONTLINE 74
EA ■ NGC/75
FPS set during World War II. Looks ropy in places, but it's atmospheric and highly enjoyable.

MEDAL OF HONOR RISING SUN 67
EA ■ NGC/88
Looks so old, it should come with Werthers Originals, and both allies and enemies are a bit thick. Disappointing.

MEGA MAN NETWORK TRANSMISSION 59
CAPCOM ■ NGC/84
Here's an idea: take a great GBA game, strip the good bits out and put the resulting platformer on GC.

MEN IN BLACK II ALIEN ESCAPE 45
ATARI ■ NGC/78
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie. Did we mention it's rubbish?

METAL ARMS GLITCH IN THE SYSTEM 82
VIVENDI ■ NGC/88
Well-designed bottylicious shooter. It's big and it's extremely tough. And we all love robots with guns, eh?

MICRO MACHINES 57
ATARI ■ NGC/78
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is no exception.



MINORITY REPORT 39
ACTIVISION ■ NGC/77
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie.

MORTAL KOMBAT DEADLY ALLIANCE 80
MIDWAY ■ NGC/77
The best *Kombat* yet! The blood-soaked spine-ripping yarn finally gets the update it deserves on Gamecube.

MX SUPERFLY 63
THQ ■ NGC/73
Handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

MYSTIC HEROES 71
THQ ■ NGC/75
Simplistic 3D *Gauntlet*-style slasher that's somehow entertaining and charming. Well, Geraint thinks so.

NBA 2K3 85
ATARI ■ NGC/79
Puts all other basketball games to shame. Great gameplay complements an engrossing Career mode.

NBA COURTSIDE 2002 79
NINTENDO ■ NGC/68
The second-best basketball sim available, but it's still lacking. Strictly for hardcore fans of the Ball of B.

NBA LIVE 2003 70
EA ■ NGC/75
The yearly EA update. Solid gameplay; lots of lovely numbers; otherwise not much different from last year.

NBA LIVE 2004 86
EA ■ NGC/88
This year's *NBA Live* has tighter controls and a vastly improved Dynasty mode. A tab soulless, mind.

NBA STREET VOL 2 88
EA ■ NGC/85
Almost negates the need for realistic sports sims – and all for half the price of real basketball trainers.

NEED FOR SPEED 2 HOT PURSUIT 69
EA ■ NGC/74
Ironically slow racer. A lazy port has ruined what was originally a pretty entertaining franchise.

NEED FOR SPEED UNDERGROUND 77
EA ■ NGC/88
Aargh! I can't see… oh, that's the graphics. This street racer needs a bit more attention to detail, we feel.

NFL 2K3 86
ATARI ■ NGC/79
A meaty gridiron sim that could even threaten *Madden.* Management bits don't detract from the gameplay.

NFL STREET 79
EA ■ NGC/90
American footie hits the streets. The Challenge mode and four-player are great. It'll take ages if you're duff.

NHL 2003 64
EA ■ NGC/75
A realistic approach to ice hockey which isn't particularly fast or – more importantly – fun.

NHL 2004 57
EA ■ NGC/85
Behind-the-scenes additions don't compensate for the terrible frame rate on the ice. Play it at your peril.

TOP FIVE SPORTS SIMS



NBA STREET VOL 2
An off-the-wall b-ball title which puts more serious games to shame.

MADDEN NFL 2004
Forget soccer, Madden's still delivering the best pitch-based entertainment on the Gamecube.

NBA LIVE 2004
EA's superb 'serious' basketball title.

FIFA 2004
The best *FIFA* yet.

TIGER WOODS PGA TOUR 2004
The final entry in our sports game listing is both a) another EA game and b) a golf game. It's ace.

TOP FIVE EXTREME SPORTS GAMES



1080° AVALANCHE
More refined and robust than *SSX.*

SSX3
Fantastic sequel with plenty of challenge. More stunts than *1080°* – but not *quite* as polished a racer.

TONY HAWK'S PRO SKATER 3
Absorbing wheel-'em-up. *Tony Hawk's 4's* worth a look too.

AGGRESSIVE INLINE
Roller boot-based *Tony Hawk's* style action.

EVOLUTION SKATEBOARDING
Another *Hawk's* clone that'solidly put together.

NHL 2K3 72
ATARI ■ NGC/80
Complicated ice hockey title with stodgy gameplay. Similar to *NFL 2K3*, but doesn't quite pull it off.

NHL HITZ 20-02 79
MIDWAY ■ NGC/67
Exaggerated ice hockey title in a similar vein to *Red Card*, where the sticks aren't just for hitting the puck.

NHL HITZ 20-03 65
MIDWAY ■ NGC/74
Another year, another dose of frantic ice action. Not much cop on the original, mind.

PAC MAN WORLD 2 70
EA ■ NGC/78
The Pac is back for hilarious retro-themed platforming fun. Shamelessly pilfers everything from *Mario 64.*

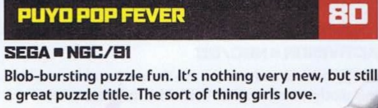
PIKMIN 86
NINTENDO ■ NGC/80
Created using textures from Shigsy's own garden. A wonderful RTS with multicoloured vegetable men.

P.N.03 77
CAPCOM ■ NGC/84
This super-stylish shooter with its dancing heroine is only marred by dull bosses and design.

PRO RALLY 2002 58
UBI SOFT ■ NGC/74
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling.

PRO TENNIS WTA TOUR 48
KONAMI ■ NGC/74
The only tennis game on 'Cube so far, but with rubbish non-analogue controls and distinctly whiffy visuals.

PUYO POP FEVER 80
SEGA ■ NGC/91
Blob-bursting puzzle fun. It's nothing very new, but still a great puzzle title. The sort of thing girls love.



RALLY CHAMPIONSHIP 74
SCI ■ NGC/78
Solid, does all the things a rallying game should. Should do the job until *McCrae* sees the light of day.

RAYMAN 3: HOODLUM HAVOC 84
UBI SOFT ■ NGC/78
The limbless French Freak™ has the last laugh with a game that, insists our correspondent, is actually good.

RED CARD 20-03 78
MIDWAY ■ NGC/71
Violent football game where you mince opponents with stud and fist until the meat shows.

RED FACTION 66
THQ ■ NGC/82
Shoot capitalist scum in the face and blow some holes in walls in this distinctly average brown fighting game.

REIGN OF FIRE 59
BAM ■ NGC/76
A poor game of a poor film, even if you do get to burn stuff. Nice ideas ruined by dodgy physics and controls.

RESIDENT EVIL ZERO 85
CAPCOM ■ NGC/78
Ditches the solo formula for a two-character system. Great set-pieces, looks lovely… more *Resi,* basically.

RESIDENT EVIL 89
CAPCOM ■ NGC/72
The classic zombie horror-fest, with stunning visuals and a brilliant storyline. Controls are still crap, though.

RESIDENT EVIL 2 62
CAPCOM ■ NGC/81
Experience the shambling, undead terror of original PSone graphics! Revisit Leon and Claire for just… £30!



DIRECTORY

Every Gamecube game ever… rated!

RESIDENT EVIL CODE: VERONICA X — 70

CAPCOM ■ NGC/91

A very late post of this two-character game. Solid *Resi* gameplay and a great plot are the big draws.

RESIDENT EVIL: NEMESIS — 65

CAPCOM ■ NGC/81

Braaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiinnnnnnnnnnnnnnnnnnsssssssssssssssssssss! Etcetera.

ROBOTECH BATTLECRY — 77

TDK ■ NGC/77

Stompy robots go to war in the game of the Japanese cartoon. Not bad, as far as stompy robot games go.

ROCKY — 78

RAGE ■ NGC/74

A solid fighter where you guide Rockies one to five to greatness. Top two-player, loads of unlockable extras.

ROGUE OPS — 62

KEMCO ■ NGC/90

The spirit of Joanna Dark lives on – but only just – in the form of Nikki Connors. Nowhere near as good, mind.

SCOOBY DOO NIGHT OF 100 FRIGHTS! — 36

THQ ■ NGC/74

Platforming non-action that'll interest you for half an hour or until you need the loo; whichever comes first.

THE SCORPION KING — 30

VIVENDI ■ NGC/75

Bad. Very bad. Guide a poor approximation of The Rock and hit bad guys until they bleed from the eyeholes.

SEGA SOCCER SLAM — 67

ATARI ■ NGC/74

A cartoonish footie game with an interest in violence. Cracking in multiplayer – poor on your own.

THE SIMPSONS: HIT & RUN — 80

VIVENDI ■ NGC/87

The Simpsons go all *GTA* and start driving recklessly and doling out the violence. And what's more, it works!

THE SIMPSONS: ROAD RAGE — 52

EA ■ NGC/68

A bad *Crazy Taxi* rip-off, with Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

THE SIMS — 81

EA ■ NGC/79

Addictive people simulating comes to the Cube. A great sense of humour and lots of potential for mischief.

THE SIMS BUSTIN' OUT — 72

EA ■ NGC/89

What's outside the house? Hmm? No longer is your sim confined to his own four walls. Agoraphobics beware.

SMUGGLER'S RUN WARZONES — 78

ROCKSTAR ■ NGC/73

Huge landscapes and fast-paced 'racing' in buggies is let down by repetitive gameplay and awful music.

SONIC ADVENTURE 2 BATTLE — 70

ATARI ■ NGC/67

Sega's annoying mascot on Gamecube, now with an extra dimension added. Does anyone care any more?

SONIC ADVENTURE DX DIRECTOR'S CUT — 38

ATARI ■ NGC/83

A GBA link-up feature for GC, but otherwise a straight port of a game that was rubbish to begin with.

SPEED KINGS — 57

ACCLAIM ■ NGC/83

Wannabe *Burnout* with, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

SONIC HEROES — 52

SEGA ■ NGC/91

We *don't* hate Sonic, but if he keeps dishing out these woefully inadequate platformers we might start to.

SONIC MEGA COLLECTION — 70

ATARI ■ NGC/79

If you have a retro craving, you could do worse: seven games on one disc, accurate down to the loading times!

SPIDER-MAN THE MOVIE — 72

ACTIVISION ■ NGC/69

Dodgy control and camera are the only problems with this platform adventure. Voiced by the original cast.



TOP FIVE MULTI-PLAYER GAMES

MARIO KART DOUBLE DASH!!
The Best Multiplayer Game Ever. We still haven't stopped playing it.

WORMS 3D
Ace fun with ludicrous weapons and a rising tide.

FINAL FANTASY CRYSTAL CHRONICLES
An innovative approach to multiplayer adventuring.

ATSUMARE MADE IN WARIO
Wario Ware made big and multiplayer for the Gamecube. Only available on import, but worth it.

SUPER MONKEY BALL
The second one's slightly better, but they're both really good monkey-rolling fun.

SPY HUNTER — 55

MIDWAY ■ NGC/68

Appaling frame-rate, nasty course design and linear racing make this one to avoid. A pointless remake.

SPYRO: ENTER THE DRAGONFLY — 40

VIVENDI ■ NGC/75

Much like *Crash Bandicoot*, this is another shoddy port of a game that was never much fun in the first place.

SSX TRICKY — 87

EA ■ NGC/69

Has PS2 written all over it, but excellent. Fast courses, shortcuts and mid-piste scrappage equal FUN.

STAR WARS BOUNTY HUNTER — 68

ACTIVISION ■ NGC/77

The panting, pot-bellied, rubbish space-assassin gets the *Tomb Raider* treatment in this average game.

STAR WARS THE CLONE WARS — 71

ACTIVISION ■ NGC/75

Battlezone-style tank blaster set around Episode II – not as good as *Rogue Leader*, but fun all the same.

STAR WARS ROGUE LEADER — 87

ACTIVISION ■ NGC/68

The most memorable – and the best-looking – Star Wars game yet. The Battle of Hoth will melt your eyes.

STAR WARS: ROGUE SQUADRON 3: REBEL STRIKE — 83

ACTIVISION ■ NGC/88

On-foot bits? Star Wars is about whizzing around in spaceships, not saving some bint with padded ears.

STARFOX ADVENTURES — 72

NINTENDO ■ NGC/74

Adventure that's way too easy and linear. Should have been far better. Hardly a fitting send-off for Rare.

SPAWN ARMAGEDDON — 52

NAMCO ■ NGC/91

Plays like *Devil May Cry*, but nowhere near as good. Lock on, jump, fight, win, look for next fight…

SPHINX AND THE CURSED MUMMY — 69

EUROCOM ■ NGC/91

Some seemingly careless flaws ruin an otherwise fun game – and you're going to love that Mummy!

SPLINTER CELL — 89

UBI SOFT ■ NGC/81

Stealth-fest with a gritty feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM — 32

THQ ■ NGC/89

The plot's weak and the levels are badly designed – and Spongebob himself is nauseating.

THE SUM OF ALL FEARS — 25

UBI SOFT ■ NGC/76

One of the most inept games we've played. Clancy says bury the copies in the desert before anyone notices.

SUMMONER A GODDESS REBORN — 68

THQ ■ NGC/79

Much levelling-up and numbers floating from people's heads. Crappy visuals, but an engrossing adventure.

SUPER BUBBLE POP — 65

JALECO ■ NGC/78

Tetris-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music.

DIRECTORY

Every Gamecube game ever… rated!

SUPER BUST-A-MOVE ALL STARS 70
UBI SOFT ■ NGC/89
Bust-A-Move! On your Gamecube! Puzzle fans rejoice – but only buy it if you haven't got a version already.

SUPERMAN: SHADOW OF APOKOLIPS 60
ATARI ■ NGC/81
Supes redeems himself somewhat with this stylised and maze-free effort based on the animated cartoons.

SUPER MONKEY BALL 88
ATARI ■ NGC/67
Simian-flavoured update of *Marble Madness*. One of the weirdest, most wonderful Gamecube games around.

SUPER MONKEY BALL 2 82
ATARI ■ NGC/78
The apes are back with levels harder of core, and a new story mode involving love, betrayal and banana-theft.

SX SUPERSTAR 71
ACCLAIM ■ NGC/83
Motocross scrambling, enhanced with a *Def Jam*-style Career mode that involves girlfriend upgrades.

TARZAN FREERIDE 59
UBI SOFT ■ NGC/67
Disney. Platformer. Need we say any more? Jungle-based gameplay with the Seventh Earl of Greystoke.

TAZ WANTED 52
ATARI ■ NGC/72
Some of the worst level design we've ever seen in this frustrating cel-shaded *Mario*-wannabe platformer.

TETRIS WORLDS 38
THQ ■ NGC/73
THQ ruin one of the Best Games Ever by trying to make it 'better'. Will anyone stop these people?

TIGER WOODS PGA TOUR 2003 82
EA ■ NGC/75
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way.

TIGER WOODS PGA TOUR 2004 84
EA ■ NGC/86
Apart from the ginormous size and a few tweaks for stattoes, it's the same as the last one.

TOM CLANCY'S GHOST RECON 66
UBI SOFT ■ NGC/79
Clancy has another go at squad-based tactical ops, and this time things run more smoothly. Entertaining stuff.

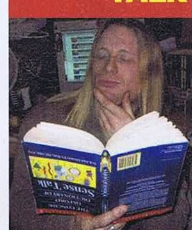
TONY HAWK'S PRO SKATER 3 87
ACTIVISION NGC/67
Mental grinds and stunts backed up by a mountain of extras – if you haven't tried *Hawk's*, do it now.

TONY HAWK'S PRO SKATER 4 85
ACTIVISION ■ NGC/75
No time limits and great RPG elements complement the larger areas in *TH4* – a well-tweaked fourquel.

TONY HAWK'S UNDERGROUND 79
ACTIVISION ■ NGC/88
The latest Hawk's lacks visual polish but the Story mode's been massively improved.

TOP ANGLER 35
XICAT ■ NGC/81
Generic fishing game involving bass, that doesn't even get the basics of its limited genre right. Tiresome.

PAUL'S SENSE TALK



SUCCESSORS
Never train your own executioner to chop off heads. If you have to, however, best teach him to miss by a lot.

WHO'S GOING FIRST?
Even though you could be forgiven for being attracted to the heroism of it all, being a test pilot is a very tough field to get into, and you'd better be good – I mean, has anyone ever spoken to a bad one?

TRAINING
Give a dog a bone, and he'll chew for a day. Give him opposable thumbs, and he'll slaughter a cow with a cleaver and meat hook.

SAY WHAT?
I suppose that even with blank minds, we still have eyes.

Do you have more 'sense' than our Sense Master Paul Edwards? You probably do! He wants your Sense Talks, mate!

Send them to him at paul.edwards@futurenet.co.uk or to Sense Talk at the usual address.

TOP GUN: COMBAT ZONES 71
VIRGIN ■ NGC/72
Movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

TY THE TASMANIAN TIGER 60
EA ■ NGC/76
An average platformer with an Antipodean twist. It's a solid example of the genre but nothing more or less.

TUROK EVOLUTION 71
ACCLAIM ■ NGC/73
Disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on N64, but serious niggles let the series down.

TRUE CRIME: STREETS OF LA 75
ACTIVISION ■ NGC/88
Looks great, but can be fiddlier than a violinists' convention. As close as you'll get to *GTA* on 'Cube.

UFC THROWDOWN 51
UBI SOFT ■ NGC/73
Freestyle thump-fest, where you lead your oily man to victory in some Greek-style athletic contest.

UNIVERSAL STUDIOS 24
KEMCO ■ NGC/67
Anyone who makes a game involving picking up litter should be stuffed into a suitcase and hurled into the sea.

URBAN FREESTYLE SOCCER 17
ACCLAIM ■ NGC/91
The characters are loathsome and the animation's terrible. A new low for Gamecube sports games.

V-RALLY 3 68
ATARI ■ NGC/82
Speedy rallying game that wouldn't be so bad if they'd concentrated on the basics first. Like, er, the steering.

VIRTUA STRIKER 3 V2002 55
ATARI ■ NGC/69
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a bobbins game of footie.

WALLACE & GROMIT IN PROJECT ZOO 70
ACCLAIM ■ NGC/87
Recreates the plasticene duo's world brilliantly. Only a few fiddly bits let this youngsters' platformer down.

WARIO WORLD 86
NINTENDO ■ NGC/83
The anti-Mario gets his own game. A surreal frenzy of lowbrow humour and monster-hitting. Waah!

WORMS BLAST 63
UBI SOFT ■ NGC/74
Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

WRECKLESS THE YAKUZA MISSIONS 51
ACTIVISION ■ NGC/75
Drive like a loon and smash up cars and anything else that gets in your way. Sub-*Burnout* nonsense.

WWE CRUSH HOUR 43
THQ ■ NGC/83
Those magnificent greasy men drive greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

WWE WRESTLEMANIA X8 70
ACTIVISION ■ NGC/72
Okay, but with nothing particularly new and a familiar engine. But if you insist on buying these things…

WWE WRESTLEMANIA XIX 68
ACTIVISION ■ NGC/85
Clumsy interface, limited CAW parts and irritating Story mode. Still, it'll sell loads, no matter what its flaws are.

XGRA 71
ACCLAIM ■ NGC/89
Okay future racer, hampered by the fact that it's come out at nearly the same time as the superior *F-Zero GX*.



XIII 86
UBI SOFT ■ NGC/88
A flawed gem of a shooter. Rock-hard in places, with wonderful set pieces and comic-book-style graphics.

X-MEN: NEXT DIMENSION 55
ACTIVISION ■ NGC/75
Duller than dishwater. Fighting-by-numbers stuff that offers little of interest. Waste of a pretty cool licence.

X-MEN 2 WOLVERINE'S REVENGE 64
ACTIVISION ■ NGC/82
Is he a man? Is he a wolf? Is he a genetically engineered super-soldier? Fighting with the clawed X-Man.

ZOOCUBE 50
ACCLAIM ■ NGC/71
Puzzler involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'quack' and 'wah!'



WHAT IF... THE STARS CATALOGUE WAS REALLY THIS GOOD?

Somewhere in an alternate reality, everyone's favourite former Nintendo boss delivers a Stars Catalogue worth saving for.



From the desk of Hiroshi Yamauchi
Stars Catalogue Centre
Nintendo HQ
21578 Kyoto Road
Far Far Away

Dear Valued NINTENDO Customer

I have noticed, with some concern, that many of you are disappointed with the service provided by our STARS CATALOGUE. I too am thoroughly sick of it, and I don't want it stinking out my company any longer.

Which is why I have returned to do what I do best – kick ass and take names. Then kick some more ass. Then maybe take another name. Then kick a bit more ass, if there's anyone left who isn't already cowering in the corner.

The STARS CATALOGUE is now under new management. My management. There are no more crappy screen-savers. No more "T-shirt transfers" that you've actually got to print yourself. No more non-existent Zelda bonus discs.

My ALL-NEW STARS CATALOGUE is the real thing. You won't find any of this stuff in the shops, and you certainly couldn't make it yourself with half a brain and a copy of Photoshop.

Please take the time to peruse my latest brochure. I hope you find many desirable items to spend your long-forgotten STARS on.

Yours

PAPA

Papa Yamauchi


Papa Yamauchi's
ALL-NEW
STARS
CATALOGUE
100% PRIZES! 100% GOOD! FEEL THE NINTENDO LOVE!
SPECIAL OFFER!
BUY ONE - GET ONE FREE
• CONTROL TIME! • RULE THE WORLD!
• LIKE, TOTALLY IMPRESS THE CHICKS!
That's right, folks. Buy one of these COOL and POWERFUL MAJORA'S MASKS and I'll throw in an extra one completely FREE! But hurry – with prices this KERR-AZY, it's only a matter of time before they lock me up and throw away the key! Get 'em before they get me!
PAPA'S PRICE 4,500
PAPA YAMAUCHI'S NUMBER ONE CHOICE
WATER SPORTS
• WE'RE TALKING SERIOUS WATER PISTOL!
• SERIOUSLY! IT'S A TALKING WATER PISTOL!
It might look foolish, but fill it up with ordinary tap water and you've got all the power of a POLICE ANTI-RIOT WATER CANNON on your back! Who's laughing now, suckers? Squirt squirt!
PAPA'S PRICE 4,000
DUNGEON ESSENTIALS
• GREAT VALUE!
• GRAPPLE HOOK!
• DUNGEON MAP!
• AND COMPASS!
• IN ONE HANDY!
• PACKAGE!
• PLUS FREE BONUS GIFT!
You're thinking it must be your birthday, right? How can a deal like this possibly be for real? Well, when PAPA YAMAUCHI is in a DEAL-MAKING mood, EVERY day is like Christmas, your birthday, and the Chinese New Year all rolled into one happy moment! And you know what the best part is? PAPA YAMAUCHI is ALWAYS is the mood to give YOU the deals you want at a price that's right! How about this high quality set of dungeon enthusiasts' gear, plus a FREE empty bottle, all for just...
PAPA'S PRICE 2,500
FREE!
BOSS KEY!
• OPEN DOORS! • MEET FOUL BOSSES!
• BUT SOME DOORS ARE BEST LEFT SHUT!
For a LIMITED TIME ONLY, I'm practically GIVING AWAY these fabulous BOSS KEYS. Each one opens a door in some dungeon! Where will YOUR BOSS KEY take YOU?
PAPA'S PRICE 800
I NEVER LEAVE HOME WITHOUT MY BOSS KEY!

Papa Yamauchi's ALL-NEW STARS CATALOGUE



SHINE SPRITE

- THE GENUINE ARTICLE!
- PUT A LITTLE SUNSHINE IN YOUR LIFE!
- NUCLEAR POWERED!
- BURNS HOTTER THAN 4000°C!
- GET THAT HEALTHY YEAR-ROUND SUNTAN LOOK – *AND THEN SOME!*

This one's a real HOTTIE! No word of a lie – it's an actual SHINE SPRITE, as seen in all the best tropical paradise islands. And you thought these things were just make-believe? Well *PAPA YAMAUCHI* doesn't deal in fairy tales, no sir. Your Papa only deals in RED HOT BARGAINS, direct from the source. It's a fact that just 120 of these natural wonders exist, give or take the odd few that even the Papa couldn't be bothered to find. They're a strictly limited edition, and you'll be the ENVY of all your friends if you manage to bag one for yourself. Turn night into day! Turn day into a blazing atomic inferno of *PURE NINTENDO APOCALYPSE!* You know you want to...

PAPA'S PRICE ★ 5,500



TURN ON TUNE IN TURN OFF

- YOUR HOTLINE TO THE ONE PERSON *NOBODY* WANTS TO HEAR!
- THIS FOOL'S INSANE RAMBLINGS ARE *GUARANTEED* TO INDUCE TIREDNESS AND INDIFFERENCE
- OF ABSOLUTELY NO USE WHATSOEVER



PAPA YAMAUCHI is proud of his *ALL-NEW STARS CATALOGUE*. So proud, in fact, that he's clearing out all his embarrassing OLD TAT to make room for some INCREDIBLE new products. And if only 10% of the people 'get' it then *PAPA YAMAUCHI* doesn't care. YOU are the only one who really counts. So please take this old TINGLE TUNER off the Papa's hands. Who's your daddy?

PAPA'S PRICE ★ 250



WAKE YOUR INNER WIND

- CHANGE THE DIRECTION OF *ANY* WIND!
- PLAY HILARIOUS PRACTICAL JOKES WITH HURRICANES!
- AND *LOOK GOOD* WHILE YOU'RE DOING IT!

Fed up with inaccurate weather forecasts? Do you want 100% windy, 100% of the time? Then *PAPA YAMAUCHI'S* magnificent WINDY WAND is the item you need! Incredibly easy to master, this wand is perfect for making wind blow WHENEVER, WHEREVER and in WHATEVER direction you desire! Dry wet clothes in an instant! Remove slates from your neighbour's roof! Startle pets! *NOW YOU'RE PLAYING WITH POWER!*



PAPA'S PRICE ★ 3,200

ANIMAL IN A BALL

- A REAL ANIMAL IN A COMPACT CARRYING CASE!
- THE PERFECT URBAN PET!
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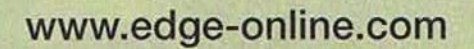


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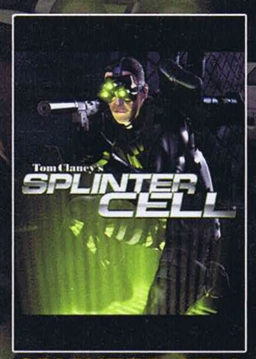


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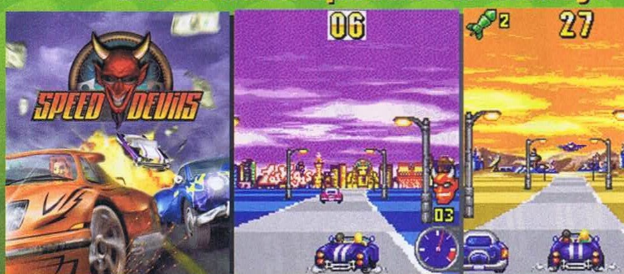
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N·GC EXTENDED PLAY



DON'T MISS...



We've got solid-gold tips for Solid Snake success. Creep this way… P86

CONTENTS

A concise guide to the informative guts within…

CHECK IT!...



△ KART CHAMPIONSHIP RESULTS: See who came top of the league – was it you?



△ MAILBOX: In which we get nagged about our 'hatred' of Sonic. And other things too.





Beat the terrorist menace in...

MGS THE TWIN SNAKES



WHAT'S IT ALL ABOUT?

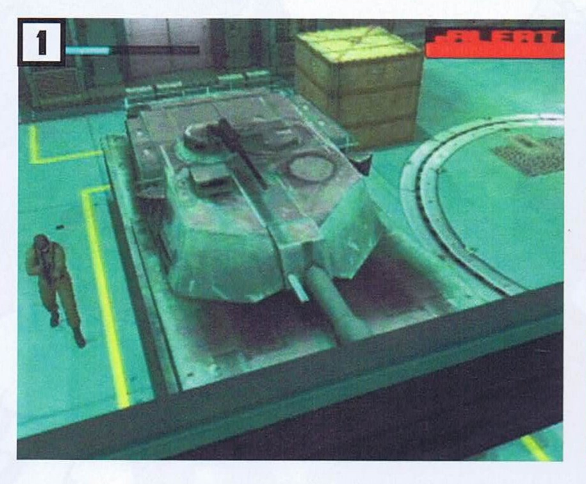
Stuck on *Twin Snakes*? Or do you just want to get every last nugget of stealth-action satisfaction from the game? Our covert tips dossier contains everything you need to know. And more!

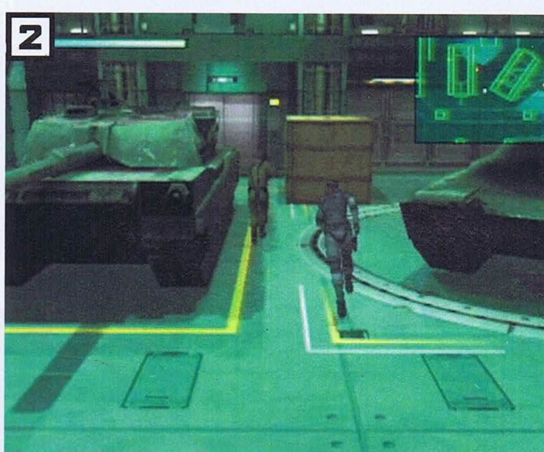


WHAT WE SAID IN ISSUE 91!

Silicon Knights have done a fantastic job rejigging the game for Nintendo's console. It looks great, and the bits that have been bolted on from MGS2 have been seamlessly integrated.







GAMEPLAY TIPS

Otherwise known as 'valuable techniques that every half-decent stealth operative should master'. Read and remember!



NGC READER KNOWLEDGE!

If you're ever stuck – or simply fancy chatting to someone – call up Campbell on your Codec. He's such a blabbermouth that he'll tell you what to do and where to go before too long.
Danis Agroolla, Manchester

STEALTH KILLS

Get into the habit of killing guards stealthily. Using any gun other than the silenced SOCOM will attract attention, whereas grabbing a guard by the scruff of the neck and throttling him to death is guaranteed to take him out of the game without causing a fuss.

There are multiple stages to the successful expert stealth kill.

First you must pick your target. It always pays to scope out a guard's route before sticking one on him **(1)**. If you can't see his entire patrol route on your Soliton radar from your hiding place then take the time to use the scope and watch him. You're looking for a long, uninterrupted walk where he doesn't turn around and is clear of other guards' patrol routes and surveillance cameras. Also beware of other guards on higher or lower levels. They're liable to hear your approach and attack.

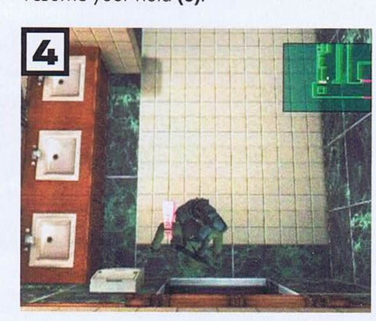
Next you've got to perfect the approach. Get as close as you can to the entry point of your attack run **(2)** then pop out and use the stick to approach as quickly as possible. Beware – running, especially on a metallic surface, will make a sound and give you away. Moving the stick to about three quarters its maximum is a good 'attack' speed. At this speed you'll catch him up but not make the loudest footfall sound. Now you've got to get to within arm's length of him.

Getting the distance right is important. You've got to run up cleanly and stop COMPLETELY before pressing A to attack **(3)**. If you're out of range Snake will make a grab and miss. If you're too close (ie, bump into him) you'll be rumbled (obviously). And if you're still moving you'll perform a throw move instead. This will take the guard unawares but once he's hit the deck he'll get up and attack you. If you're stationary and get the distance just right you'll grab him by the neck from behind. It's a good idea to wait until he stops at one of the turning points of his patrol routes in order to get a clean grab **(4)**.

If this first grab (press and hold A) works then you've got him. He cannot escape. You now have two choices: you can either keep A held down and drag him around as he kicks and struggles – this is using a guard as a human shield (see next point) – or you can repeatedly tap A and strangle the guard. Though this looks odd and sounds weird, this is how it's done. It's silent, deadly and saves you ammo. After six or so taps you'll hear his neck break and can release him. Job done **(5)**.

HUMAN SHIELDS

Perform a grab (see above) and press and hold A. You can now turn and walk around with the guard in a choke hold. If you're attacked, turn to put the captured guard between you and your attacker and he'll take the bullets instead of you. He can't escape, but if you keep up this trick for too long (15 or so seconds) he will escape. However, if you release the button for a fraction of a second and then jam it back down again you can resume your hold **(6)**.





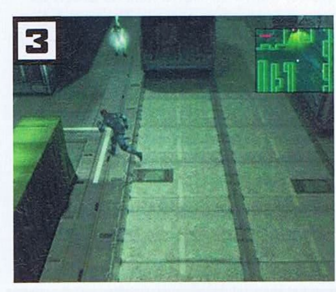





A surveillance camera?







ULTRA-EVASION TACTICS

Been rumbled? Here's how to get out of trouble.

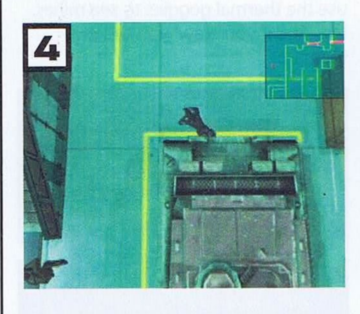
ACT QUICKLY
Even if a guard has fully spotted you, you can still get out of trouble. Until he contacts other guards in the area on his radio he's the only one who knows you're there. Shoot to kill (if you're in an area where other guards won't be alerted by your gunfire) or approach and do a throw – press A once you're in range while running **(1)**. This can then be converted to kill. You can do what you like so long as you do it before he radios out, which can be as long as five seconds.

THE THROW-TO-A-KILL
If you've thrown your enemy – perhaps in a bungled attempt to grab him, or simply because you wanted to put him on his arse – you can quickly turn this into a silent kill. As he founders on the ground, stand over him – ideally positioning yourself behind him **(2)** – then, as he gets up, press and hold A again. You should then be able to grab him and choke him. Be warned: once a guard is in full alert mode and is firing on you, you'll have lost the element of surprise. No matter how much you throw him, you won't be able to get a choke grip on him as he comes back around. You'll have to run for it or use a weapon.

GO TO GROUND
Your best bet is to run for it. The guards have amazingly limited eyesight. Merely moving a few metres from the point where you triggered a "Huh? What was that?" will be enough to throw them off the scent, as long as you don't disturb them while getting away **(3)**. Crawling underneath something or getting into a locker will throw them completely – provided they don't see you entering there **(4)**. Of course, stun grenades are great for causing distractions while you leg it or get into a hiding place.

Try squeezing between walls and crates when you come across them. Guards don't have the animation to squeeze up against walls, so even if they saw you go in there they won't be able to follow. After a while they'll give up and go away. Neat, eh? **(5)**

START AGAIN
One of the simplest ways to get out of trouble is to leave the area. Guards can't follow you from load point to load point, so once you've left an area and the next has been loaded, simply return to find the guards all back where they were and the alarm cancelled. Sneaky. **(6)**







HIDING BODIES
Well done. You've got yourself a dead body. If you are far from another guard's patrol route then you're in the clear. If another guard will patrol nearby he'll discover the body. Try stashing the body in dark corners or (even better) in lockers. Press A and hold to drag the body to the locker then open the door and resume the drag and move inside. Snake will position the guard and close the door automatically **(7)**. It's worth noting that an unconscious guard (be he knocked out by repeated punch, punch, kick attacks or M9 tranquilliser dart) will never wake up if you put him in a locker while he's asleep.

AVOIDING CAMERAS
Cameras can easily be avoided by getting up close to them. Ideally, wait until they're pointing away from you, then quickly run to directly below them. Wait until the view cone passes you then set off past it. You can also use a chaff grenade, of course. So long as you hear the chaff grenade 'twinkle' sound you're in the clear **(8)**.



TRICKS OF THE STEALTH ASSASSIN TRADE

Additional tricks for expert sneakers

SAVE AMMO

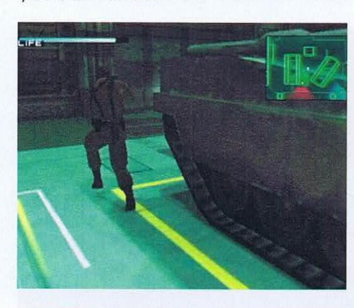
Go for hand-to-hand kills as often as possible to save ammo. That said, the game is fairly generous with its ammo and will magically make some appear nearby if you specifically need a certain type to complete a certain job. The only ammo that's worth saving is the FAMAS. The Communications Tower area (see later) is very hard to do without a lot of FAMAS so resist the temptation to use this particular gun before this scene.



CREATING DISTRACTIONS

Try getting a guard's attention – the easiest way is to press up against a wall and press B to knock. Once his interest is up and he's on the way, try running around a nearby object (a tank, crate, van, whatever) and approach him from behind. He'll then be stood staring at where you *were*, perfectly set-up for a choke move. It's almost too easy.

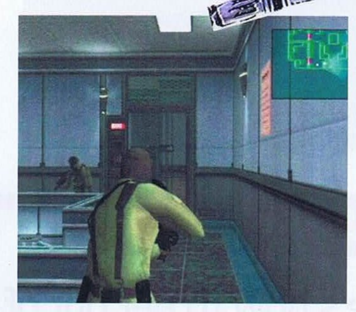
Try also firing at walls near an enemy (with a silenced weapon, of course) or throwing the empty magazines you find occasionally. The longer you hold A to throw, the further you throw them.





PERFECT ALIGNMENT

Try using the D-pad instead of the analogue stick to move Snake. Because the guards move in very rigid left/right, up/down movements it's often easier to approach or follow a guard if you use the D-pad.



INSTANT RATIONS

Always play with a ration equipped on your left inventory. That way if you need it in a hurry – ie, you're getting shot to ribbons – you'll automatically use it instead of dying. Easier than having to go into the inventory and use it there.



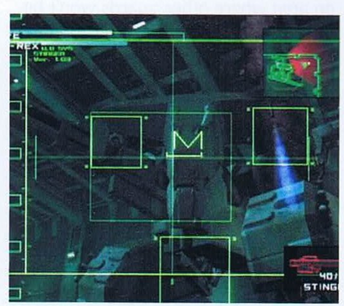
BODY ARMOUR

You'll get this in the Blast Furnace part of the game or, if you're playing the game in a weird order (ie, have been backtracking a lot) you can get it near the electrified corridor with a Level 6 passcard. Equipping this makes you tougher. Handy for the end battles against Metal Gear Ray and Liquid.



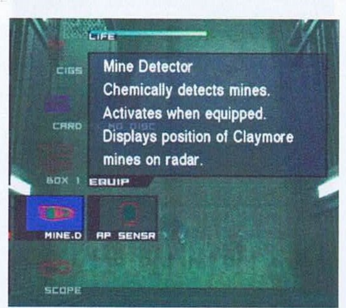
QUICK RELOADS AND UN-EQUIPS

To reload a weapon (to make sure you don't run out of ammo and have to reload in the middle of a battle) quickly tap the right shoulder button twice. Tapping either shoulder button once will quickly un-equip any item you have. Tap again to re-equip it.



DODGING MINES

Not got the mine detector? You can use the thermal goggles to see mines too. And if you crawl you can pick them up.



KILL YOURSELF

You've entered an area. You've got every intention of being the perfect stealth assassin. You fumble the controls and get rumbled in the first five seconds. Bumcakes. Rather than trying to fight your way out of trouble, why not simply plant a C4 on the floor, stand over it and detonate? If you're at max strength it may take a couple of goes but before you know it you'll be re-entering the area like nothing ever happened. So much easier than wasting ammo or wasting valuable time lurking in lockers.



SURVIVING THE TORTURE TEST

An important aid to surviving this test is to notice that you can still top up your health for a second or so after the test has ended. Just keep banging the A button. If you keep going for this extra second or so you can practically max out your strength again after each shock session. Note: If you fail the torture test you're actually awarded the *better* of the two bonus items. See 'At The End' later on.



THE WEAPONS

How to use the game's deadly arsenal to maximum effect

SOCOM



Where is it? In the Helipad area there's a truck in front of the main building. It's in the back of the truck behind the crate.
Best usage: This is your general pistol. You can finish most of the game with it.
Tips and tricks: It's best to use it with the silencer (it's in the room to the right of the Tank Hangar that opens after the Revolver Ocelot battle). Equip the silencer and SOCOM simultaneously for them to be combined. The silencer disappears from your left inventory.

FAMAS



Where is it? After the Revolver Ocelot battle, Kenneth Baker gives you the Level 2 card. Use this to open the door in the armoury. The FAMAS and ammo are in there.
Best usage: When you're under attack from multiple targets. Moving Snake around while pressing and holding fire will cause him to automatically lock onto the next available target.
Tips and tricks: You can run and fire at the same time with the FAMAS – press and hold B as you run.

STUN GRENADE



Where is it? In the Helipad area, head left into the room with the security camera. It's in there.
Best usage: Save these until you've got three or more unshakable guards on your tail. Allow for the fact that it takes a few seconds to go off and use the distraction to either get to a hiding place or out of the level.
Tips and tricks: These are ideal for Meryl during the Psycho Mantis battle. Rather than hurting her, a stun grenade will knock her out.

PSG1 & PSG1-T



Where is it? It's in the Armoury in the main building, level B2. You need the Level 5 keycard. It's the only way to beat Sniper Wolf.
Best usage: Find a safe place. Lie prone (press X) then select the gun. Your aiming is steadier if you lay down first. Tap the right shoulder button to deselect the gun and move to a better position if you come under fire.
Tips and tricks: Fast-moving targets will be easier to keep tabs on if you're not zoomed in too close. Use Pentazamin every 20 seconds or so.

CHAFF GRENADE



Where is it? There's a box of them between the searchlights on the Helipad. Wait until the beams are apart before running through. Approach from the truck side of the pad.
Best usage: Dodging cameras is a breeze if you fire off one of these first. It works against anything electronic such as the Metal Gear Ray boss, Ninja boss and Liquid Helicopter boss.
Tips and tricks: Pressing and holding the A button for longer will help you to throw the grenade further.

M9



Where is it? It's in the B2 Armoury. You need a Level 3 card to get in.
Best usage: This is a gun from *Metal Gear 2*. Use it to tranquillise guards temporarily and silently. Aim for the head or backside for best results.
Tips and tricks: Look at the number of Zs around the guard's head to see how fast asleep he is. When he's waking up the Zs reduce to one, then he wakes up. Give him another shot when he's down to one Z to put him back under again.

STINGER



Where is it? After rappelling down the building with Liquid firing at you from the Hind, kill the guards at the end of the walkway then enter the opposite communications tower. It's just inside the door.
Best usage: It's a messy weapon. Save it for boss battles against Liquid in the Hind helicopter and (possibly) against Vulcan Raven in the Warehouse.
Tips and tricks: You don't necessarily have to wait for a lock on. Without a lock the missile will fly straight.

C4



Where is it? After getting the Level 1 key you can open the door in the Armoury on level B2.
Best usage: Can be used against bosses who have a predictable attack route (eg Revolver Ocelot). Place a C4 in their path, move, switch to first-person view (press Z) and detonate with B when they pass over it.
Tips and tricks: You can deploy lots of them in one place and create a bigger blast. Also, this is the most effective way of finding Revolver Ocelot's lair (see the Metal Gear Helpline).

GRENADE



Where is it? In the Armoury on the B2 level below the Tank Hangar. Once you get the Level 1 keycard from the Darpa Chief you'll be able to open the room that holds the grenades.
Best usage: Being messy and slightly unpredictable it's best not used in pressured situations. Wait until you have a group of enemies together, then throw a grenade among them.
Tips and tricks: This is the most effective way of getting rid of Vulcan Raven but it's useful in all boss battles.

NIKITA



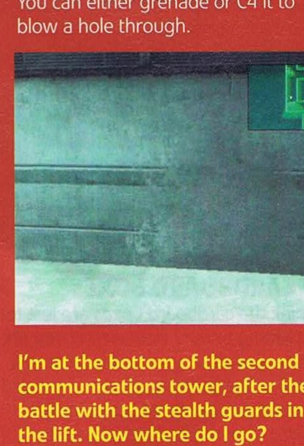


Where is it? On the B1 floor of the Nuclear Building. You find it immediately before you need it to solve the electrical floor puzzle.
Best usage: You rarely *need* this, but it can be used anywhere. Try using it later in the game to take out guards remotely. Beware, though: if a gun camera or guard spots the missile in flight they'll shoot it down.
Tips and tricks: The less you correct the missile's direction with the stick, the faster it flies.

METAL GEAR SOLID HELPLINE

Hello, Metal Gear helpline? Yes, I do know what DARPA stands for. Yes, it's… um… gumph… ARGH! NO! Fox… die!… [cough] Um… Have you got any other questions?

Found the Darpa chief. Looted the Armoury. So where do I go from here?
You need to go to the basement level 2, aka the Armoury. On the back wall in the bottom left-hand corner of the screen there is a fake wall that you can blow away. Switch to first-person view to see where the plaster looks different. You can either grenade or C4 it to blow a hole through.

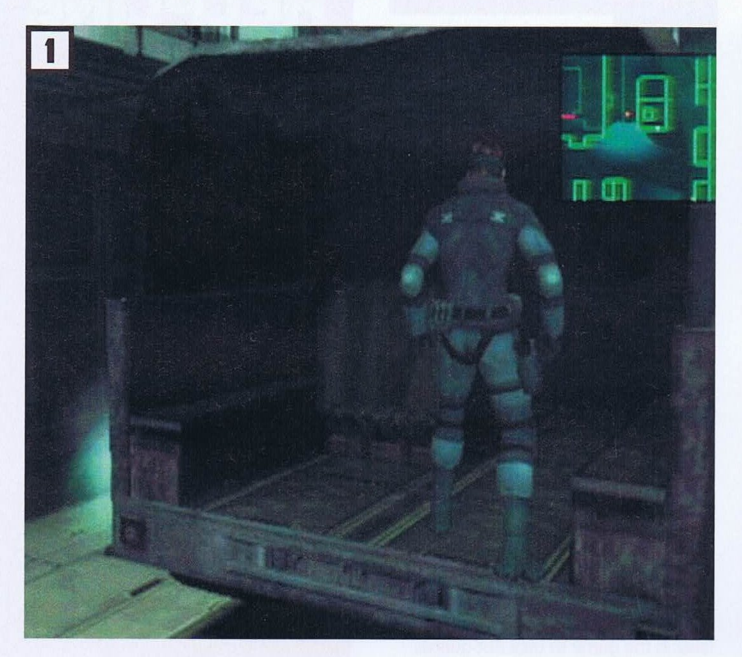


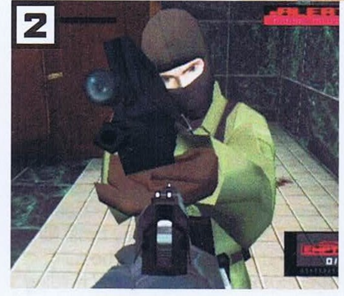
I'm at the bottom of the second communications tower, after the battle with the stealth guards in the lift. Now where do I go?
Not really a puzzle at all, this one, but a crap positioning of a door that means that you can't see it from the default camera. The door out to the snowfield (and the second Sniper Wolf battle) is in the bottom right-hand corner of the screen on the bottom floor of the second tower. If you go to first-person view you can see it.

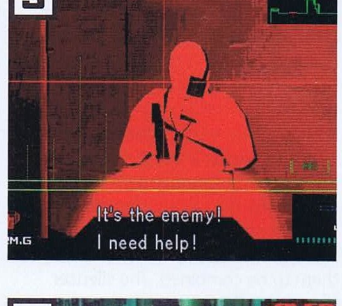


20 THINGS YOU MUST DO IN TWIN SNAKES

Did you spot these great MGS moments?


1


2



3



4


5


6



7

1 CARDBOARD BOXES

Think the cardboard boxes are just for squatting under? How wrong you are. They also allow you to skip from one area of the game to another in record time. There are three boxes in the game. One marked Heliport, one marked Nuclear Building and one marked Snowfield. You pick up the three throughout the game. There are three corresponding trucks parked in the game, one in each of the three locations named above. If you use the Heliport box in the back of a truck you'll trigger a cut-scene which will take you back to the heliport. The same applies for the other two boxes. Incredible, but not actually that useful. Why, upon reaching the snowfield (80% through the game) would you want to transport back to the Heliport (right at the start)? Hmm.

2 HOLD UPS

You don't have to kill each guard you find. Scare them first. Performing a hold-up (as they're known) is a tricky business. The key is to get within grab and strangle range, then pull a gun. Press and hold A to pull your weapon. The SOCOM is a good choice to start with. If you've got the range right, Snake will shout "Freeze", the guard will hold up his hands and you'll have him completely under your control. You can do this in first-person view (pressing Z) or in normal view. Once you've got him you can lock on target, then move around to face him. Once you're facing him nice and close you can threaten him with your gun to earn rations or dog tags (see below).

3 DOG TAGS

Some guards are equipped with Dog Tags. These show the name of the guard (taken from *MGS* fans who applied to have their names forever immortalised in the game). If you hold up a guard with a dog tag, this will be the first thing they give you when you hold them up (see above). Want to know if the guard you're about to hold up has got a dog tag? Simply engage the Infrared sight and look for a distinctive red glow around their neck.

4 RADIO GUARDS

Beware. One guard per area is in charge of manning the radio. Take out his friends one by one and everything will be fine. Take out the radio guard, however, and an unseen commanding officer will demand that he radio in, so the officer will be alerted to his absence within 20 seconds of you capping him. You can only spot radio guards through experience. They're always in the same part of each area. The first time you play each zone it's trial and error, but repeated plays will teach you those guards with whom you should not mess. (Or at least mess with last.)

5 THWARTING SHIELDS

If you're jumped by an attack team equipped with shields, quickly go to first-person view (hold down Z) and aim for the top of the head (just visible above the shield) or the ankles and knees (visible below the shield). A simple gun such as the SOCOM does the trick.

6 SEE MERYL EXERCISING

Each time you enter the B1 Cell block and crawl through the vent to have a surreptitious look at Meryl she'll be doing different exercises.

7 YOSHI AND MARIO!

After defeating Ninja find the Mario and Yoshi dolls on a computer in the top right of the control room area. Shoot Mario for a health increase and Yoshi for a stupid noise.

8 ZINGY BULLETS

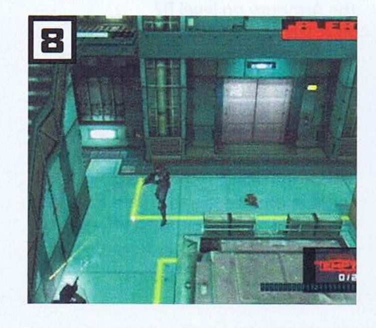
The last five bullets in your FAMAS are tracer bullets and leave a trail of light behind them.

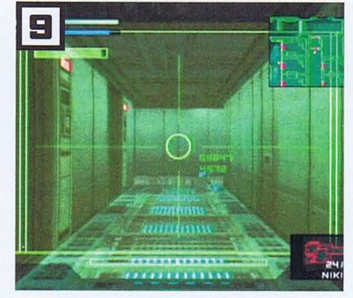
9 OH NIKITA...

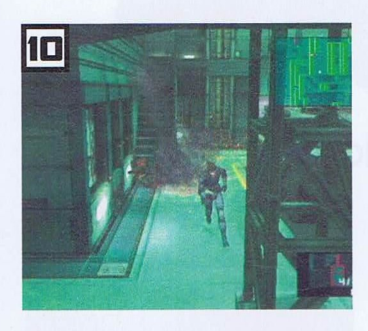
Try using a Nikita missile at very inappropriate times. While strictly a single-level weapon (ie, you can only drive it left and right not up and down) it will ascend stairs. Try driving it around the Nuke Building or even up the stairs of the Communications Tower. Pointless but fun.

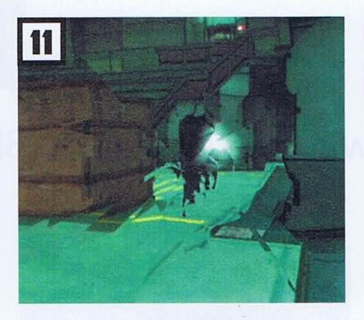
10 C4 FUN

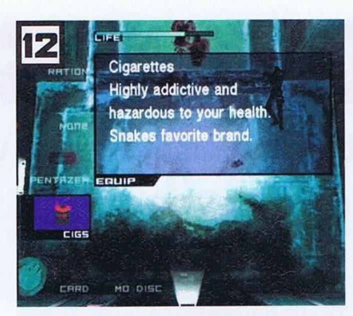
It's possible to place C4 *on the backs* of guards. Arm yourself with it then run up behind a guard like you're going to attempt a choke kill. Now simply deploy the C4. If you're the right distance from the guard, Snake will place the C4 on the guard's back


8

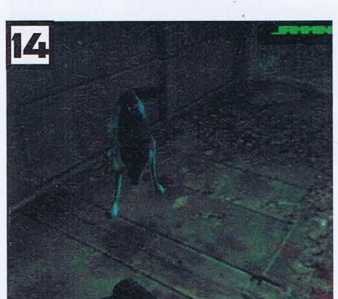

9













rather than on the floor. You can now wait until the most opportune moment (such as when he's near another guard) to detonate and kill him.

11 CRACKED FIRST-PERSON VIEW

Be in the first-person view (press Z) when you die. The screen cracks like a broken window.

12 CIGARETTES

Not only do cancer sticks enable you to see laser traps once you've equipped them, they also have the same effect as the Pentazamin and will stop you shaking while you're trying to use the Sniper rifle.

13 THE CAMERA

You'll find the camera by the room where you fought Revolver Ocelot (back in the main building in the B2 Armoury). Blow a hole in the far wall to find another room with a Level 4 room inside. Use a chaff grenade to take out the gun cameras in the room, then go and get it. With it you can take pictures and save them.

14 SNIPER WOLF'S HANKY

Not just a memento of your battle but also great for repelling wolves. When you're backtracking back through the Cavern after getting the hanky from Wolf, simply equip it and the wolves will think that you smell like Sniper Wolf and won't give you any hassle. In fact they'll love you and little red hearts appear above their heads. Aw.

15 THE URINE STAINED BOX...

Make the wolves urinate on you to get a similar effect. The best way is to go to the end of the Cavern, where Meryl is, and slap her. Go get in the box. The wolves will come and eventually one will relieve himself on the box. Now by staying in it you'll evade wolf attack because you smell like a wolf. Genius.

16 ANNOY MERYL

After you meet Meryl keep staring at her in first-person view. Get as close as you can. She'll become embarrassed and eventually will blush.

17 ANNOY MEI LING

Keep calling Mei Ling on the Codec. After ten or so calls she'll get annoyed and will stick her tongue out at you and won't let you save your game.

18 LOCKER YOURSELF UP

Get into a locker. Go to first-person view to look through the grille. Use the C-stick to lean forwards – and get this – *bang your head on the door.* Try it while there's a search going on right outside. See the guards about to give up then suddenly come padding over when they hear the thud. Rumbled!

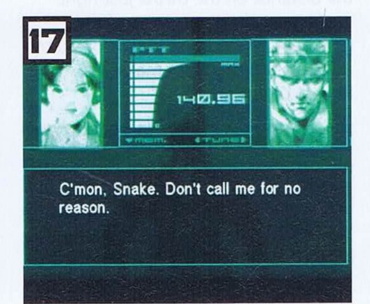
19 SEMI-NUDE MERYL

This all depends on how quickly you find her in the nuke building. If you're too slow, by the time you get to the women's restroom she'll be fully changed. If you're quick, however, (wait by the pillar outside until you see someone go in, then quickly follow her) you'll catch her in her vest and pants. Cor!

20 FUN IN THE TORTURE CELL

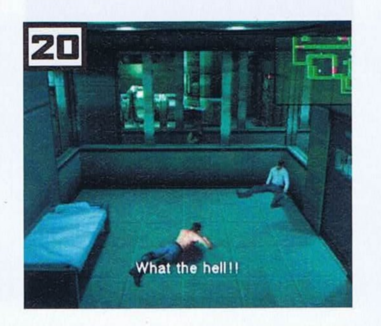
While trapped in the cell why not try out the following? Crawl under the bed to make the guard laugh at you or don't use the ketchup to escape (see elsewhere) and wait around. Eventually the Ninja will show up and hack the door off its hinges for you.





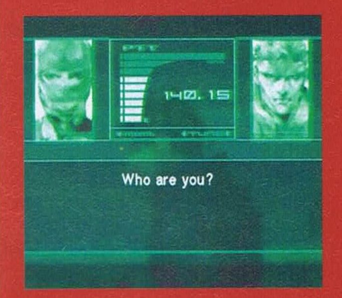






Killed Revolver Ocelot. Got some message about a 'radio frequency' on 'the package'. What now?

The package everyone keeps referring to is the actual box that the game came in. On the back is a picture of Snake chatting to Meryl. See the radio frequency in the picture? Clever, eh? Just go to the Tank Hangar and tune to 140.15 This is Meryl's frequency. She'll chat to you for a bit. When the conversation finishes, call her again until she opens the hangar door out into the Canyon for you.



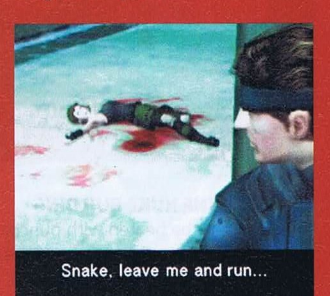
How do I avoid getting gassed in the Hangar after I've finished talking to Meryl?

There are a couple of ways. The reason you're being gassed is that you're triggering invisible laser beams. In order to see the beams you can use the Infrared Goggles, if you have them. If you don't have them you can spark up a cigarette, which makes them appear faintly – just enough for you to time when to crawl underneath them.



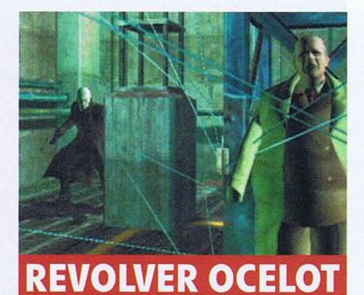
Do I *really* have to go back to the Armoury to get the PSG1?

Yes you do. You will not be able to get past Sniper Wolf without it. It's simply makes the game last longer. Cheap, eh?



THE BOSSES

Here's how to defeat every last one of Twin Snakes bosses. Blork!

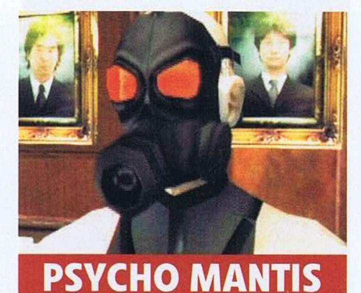


REVOLVER OCELOT



IN THE MAIN BUILDING BASEMENT
Easy, this. He runs around Kenneth Baker (who's strapped to a massive bomb in the centre) trying to stay away from you, basically. Run after him then, after a lap or two, change direction. Run one side of the square, then equip the SOCOM and fire a few shots. Even if you can't see Revolver, once you get your timing right at least one of the shots will make contact. Alternatively, plant a C4 in the top left corner and run to the bottom right. When you get there Revolver will have positioned himself as far away from you as possible (ie, right where you laid the C4). Detonate it for a major hit.

You can fight in first-person view, picking him off from behind a pillar too. Go for headshots and he'll be down in five or six shots.



PSYCHO MANTIS



IN THE LEVEL 5 NUKE ROOM
Not so much a boss battle as a lengthy set piece. The pointers to victory are simple. *Don't* kill Meryl, no matter how much she tries to attack you while under Mantis' spell. A punch, punch, kick combo will take her out, or you can use a stun grenade on her.

As for Mantis, just stay out of the way of his furniture attacks (shoot the paintings with the FAMAS if you like). Wait until the screen goes black with HIDEO written at the top right corner, then switch your controller from socket one to socket four (we found this worked better than moving to socket two). When the game resumes Mantis 'can no longer read your mind' and wanders around allowing you to shoot him with the FAMAS. Try destroying the statues in the corners, which are part of Mantis' mind control.



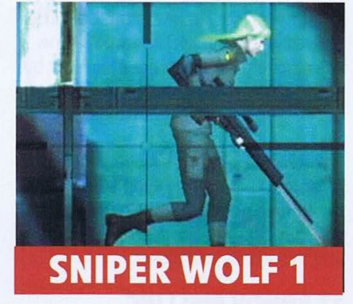
VULCAN RAVEN 1



TANK BATTLE IN THE CANYON
Out in the canyon your first job is to dodge (or retrieve) the mines. Use the mine detector or the infrared goggles to find them. Now you've got to get close to the tank as quickly as possible. If you attack from a distance you'll be fired upon by the tank's main gun, which pretty much scores a direct hit every time. Up close the tank is limited to its machine gun.

Get close then run around the tank. It'll turn, trying to get you in line with its guns. Change direction if it looks as though the tank is going to catch you and watch out for the drainage through that you can fall down.

Once you're a good way ahead of the revolving gun, stop, turn and lob a grenade at the open hatch with the gunner soldier sticking out. If you get the distance on the throw just right you'll get a short cut-scene of the grenade landing in his lap, followed by an explosion that saps major life. Repeat until you win.



SNIPER WOLF 1

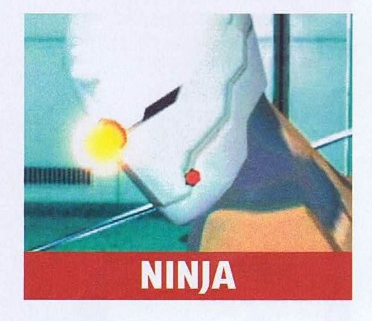
COMMUNICATIONS TOWER
Lie down while *just* peeking out from the corner on the right of the screen. Zoom to mid intensity. Locate the middle 'shelf' of the tower with Wolf on, drop a Pentazamin to steady your hand a little, then track left and right to find her.

Sniper Wolf has three favourite vantage points on the tower, so quickly tracking between them is your best bet. When she sticks her head out, shoot it off.

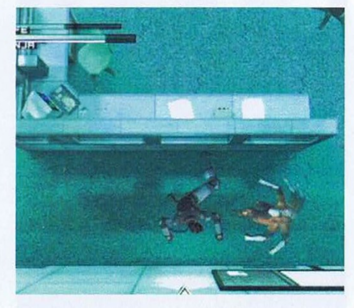


COMMUNICATIONS TOWER

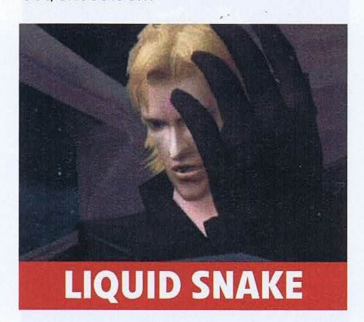
UP THE COMMS TOWER B
Not really a boss battle but a fight with an endless number of guards. Equip the FAMAS and charge up the stairs. Every time you meet a guard, pause and let him have it. In between killing guards keep lobbing stun grenades. Don't try to kill everyone you see; the guards here are never-ending. Run past anyone who isn't causing you immediate problems. Once you get to the top of the tower the battle ends.



NINJA



BATTLE IN THE NUKE BUILDING
Ninja can only be beaten with punch, punch, kicks. Go to the bottom of the screen and run left as far as you can, then turn and run right. Repeat this running back and forth. Every time you pass Ninja, give him a punch, punch, kick combo. Once he starts teleporting, you'll have to run and find him and combo him. When he starts rapid teleporting, go to the bottom right corner, getting as far in as you can. Now he can only reappear ahead or to your right. Let him approach, then lash out with a combo. You'll make contact with at least one hit.



LIQUID SNAKE



HIND HELICOPTER CLASH
Go to the top right corner of the area and equip the Stinger. Use the radar to find the 'copter, then use the stinger's lock on to find it. When the sight goes red, fire a missile. Beware hitting the ground, fence or buildings around you, however, as you'll get caught in the blast. When Liquid fires a volley of rockets, run to the bottom left of the screen to stay out of trouble. Just keep returning to the top corner and firing stingers. When Liquid hovers overhead in his 'copter, fire as many stingers as you can – don't bother waiting for a lock on.



SNIPER WOLF 2

THE SNOWFIELD DEATH DUEL
Lie in the snow, equip the Sniper rifle and track the tree line. Take a tablet of Pentazamin to keep your hand steady every 20 seconds. Wait for her to stick her head out, then let her have it. She's invulnerable while she shrieks.



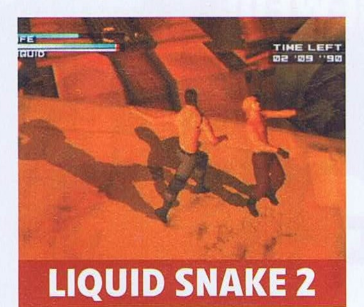
VULCAN RAVEN 2

IN THE WAREHOUSE
Keep out of line of his cannon. C4 in the corners is good – place it in his path, move, then use the scope to see when he steps on it. Alternatively, use the Nikita. Just make sure the missile approaches him from behind.



METAL GEAR REX BATTLE

DAVID VS GOLIATH ULTRA-CLASH
Keep moving, running rings around him so his missile strikes will never catch you. Once you're sufficiently 'ahead' of his strikes, stop, engage the Stinger and fire at the parts that the lock on lights up.



LIQUID SNAKE 2

BARE-CHESTED FIST FIGHT
Just keep away from the edge and – like you did fighting Ninja – keep running past him, giving him a punch, punch, kick each time you pass.

CODEC FREQUENCIES AT A GLANCE

Who ya gonna call?

CONTACT	FREQUENCY
Campbell	140.85
Mei Ling	140.96
Master	141.80
Meryl	140.15
Otacon	141.12
Nastasha	141.52
Naomi Hunter	140.85
Deepthroat	140.48



THE END

There are two endings to the game, depending on whether you passed or failed the torture test. If you passed (ie, didn't submit or fail) you'll escape with Meryl and be treated to a cut-scene in which you very nearly snog. If you failed the test you'll have to make do with escaping with shabby old Otacon.



The Bandanna
This is given to you if you complete the game with the 'good' ending – ie, escaping with Meryl. Start a new game with the your good 'end of game' save file and you'll have the bandanna in your inventory. This gives you infinite ammo for any weapon you pick up.

The Stealth Suit
The Stealth Suit is your reward for finishing the game with the 'bad' ending – ie, you escaped with Otacon and poor old Meryl is history. Start a new game with your bad 'end of game' save and you'll have the Stealth Suit in your inventory instead. This makes you practically invisible to guards so you can have great fun messing them around.

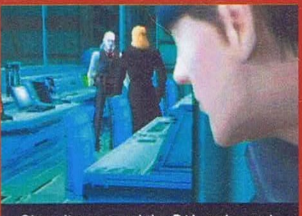
James Bond-style Dinner Suit
Complete the game twice on the same save and when Snake strips out of his wetsuit in the lift after the Dock he'll be wearing a dinner suit just like James Bond. The fool will then continue to wear it throughout the game. But at least he doesn't wear the Bandanna with it.

Red Ninja
Like the dinner suit trick, complete the game twice and Ninja has a new outfit to strut his stuff in. A fetching red version of his Ninja suit.

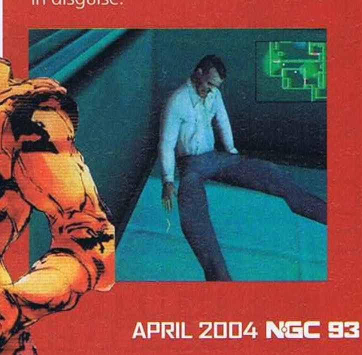
How do I escape from the torture cell?
Wait until Otacon appears. When he gives you the ketchup, wait until the guard runs to the loo then lay on the floor and use the ketchup. It'll spread out like a pool of blood. Now lie still and wait for the guard to unlock the door, then jump up and beat him up. Perform a choke to kill him.


That witch! She took my clothes!

What's the deal with the PAL card? And I've lost it!
When you drop the card, use the mine detector to find it at the foot of Metal Gear. You need to take it to the Blast Furnace (somewhere hot). Campbell will tell you when it's hot enough. Then you need to take it somewhere cold – the Warehouse where you fought Vulcan Raven. Again, Campbell will tell you when it's cold enough. Dash back to the 'Gear control room before it warms up.


Okay. I've entered the PAL codes and disengaged the safety device.

Why didn't they launch the missile earlier? They had the launch codes from the Darpa Chief and Kenneth Baker.
They *didn't* have the code from the Darpa Chief, Revolver Ocelot killed him while torturing him before Snake turned up. The PAL card isn't to stop the Metal Gear activation, it's to start it! By giving it to Meryl and making Snake think that it stops the 'Gear, they got round the fact that they only had one code. Snake activates Metal Gear for them. The Darpa chief Snake meets in the cell is Decoy Octopus in disguise.

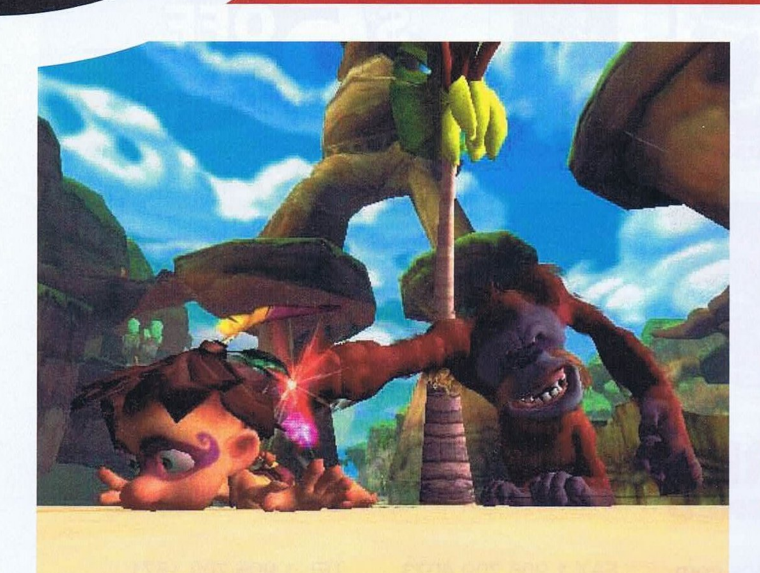



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NGC GUARANTEE
TIPS, CHEATS PROBLEMS SOLVED EVERYTHING YOU NEED!

THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA





SONIC HEROES

LAST STORY
To unlock this, complete *Sonic Heroes* using all four teams (Sonic, Rose, Chaotix and Dark) and collect all of the Chaos Emeralds too.

SUPER HARD MODE
This extra-tough difficulty level is yours if you manage to complete the game collecting all Emblems and getting all 'A' rankings.

UNLOCK VIDEO
Team Sonic: complete Team Sonic in Story mode.
Team Rose: complete Team Rose in Story mode.
Team Dark: complete Team Dark in Story mode.
Team Chaotix: complete Team Chaotix in Story mode.
Last Cinema: complete Last Story in Story mode.

UNLOCK THEME SONGS
Beat a team in Story mode and you'll unlock their theme song as well as their video (see above). That's 'We Can' for Team Sonic, 'Follow Me' for Team Rose, 'This Machine' for Team Dark and, um, 'Team Chaotix' for Team Chaotix. Beat the Last Story and you'll get the song 'What I'm Made Of'.

UNLOCK TWO-PLAYER MODES
In the single-player and Challenge modes you can collect emblems. Get enough of these during the game and you'll unlock the following two-player modes.

Team battle	20 emblems
Special stage	40 emblems
Ring race	60 emblems
Bobsleigh race	80 emblems
Quick race	100 emblems
Expert race	120 emblems

NGC READER KNOWLEDGE!

In 1080° Avalanche, you might think that opening up the super-fast boards like Mr. Beaks will help you thrash those time trial records. Wrong! The game won't save results gained from those boards.
Donny Gee, Doncaster

TAK AND THE POWER OF JUJU

CHEAT MENU
Pause and press B, X, Y, Y, B, X, Y, Y

100 FEATHERS
Pause and press B, Y, X, B, Y, X, B, Y

ALL CINEMAS
Pause the game and press Left, Right, B, B, X, X, Left, Right

ALL JUJU POWER-UPS
Pause the game and press Up, Right, Left, Down, Y, X, B, Down

ALL MOONSTONES
Pause the game and press Y, Y, B, B, X, X, Left, Right

ALL PLANTS
Pause the game and press B, Y, X, Left, Up, Right, Down, Down

ALL YORBELS
Pause the game and press Up, Y, Left, B, Right, X, Down, Up

JAMES BOND 007 IN... EVERYTHING OR NOTHING

MEDAL REWARDS: GOLD
Get the appropriate number of gold medals to unlock the items.

Production Still 1	1
Production Still 2	2
Production Still 3	3
Production Still 4	4
Production Still 5	5
Helicopter weapon upgrade	6
Production Still 6	7
Serena	8
Production Still 7	9
Tank weapon upgrade	10
Underworld	11
Cayenne weapon upgrade	12
Production Still 8	13
Mya	14
Vanquish weapon upgrade	15
Production Still 9	16
Miss Nagai	17
Production Still 10	18
Production Still 11	19
Katya	20
Bike weapon upgrade	21
Production Still 12	22
Production Still 13	23
Nanotank weapon upgrade	24
Production Still 14	25
Gallery	27

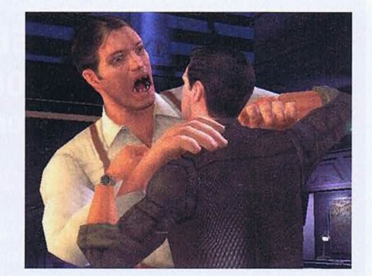
MEDAL REWARDS: PLATINUM
Get the appropriate number of platinum medals to unlock the items.

Golden Gun	1
Improved Traction	3
Improved Battery	5
Double Ammo	7
Double Damage	9
Full Ammo	11
Cloak	13
Full Battery	15
All Weapons	17
Unlimited Battery	19
Unlimited Ammo	23
Slow Motion Driving	25
Platinum Gun	27

CHEATS
Pause the game and enter these codes at the Pause screen.

All weapons	X, Y, A, A, X
Cloak	X, Y, A, Y, B
Double ammo	X, X, A, X, Y
Double damage	X, Y, Y, B, X
Full ammo	X, X, Y, B, B
Full battery	X, Y, Y, A, X
Golden gun	X, Y, A, X, Y
Better battery	X, B, B, A, X
Better traction	X, A, A, B, Y
Infinite battery	X, B, X, B, Y

SECRET LEVELS
Beat the final mission to unlock the MI6 Combat Simulator and the MI6 Survival Test.

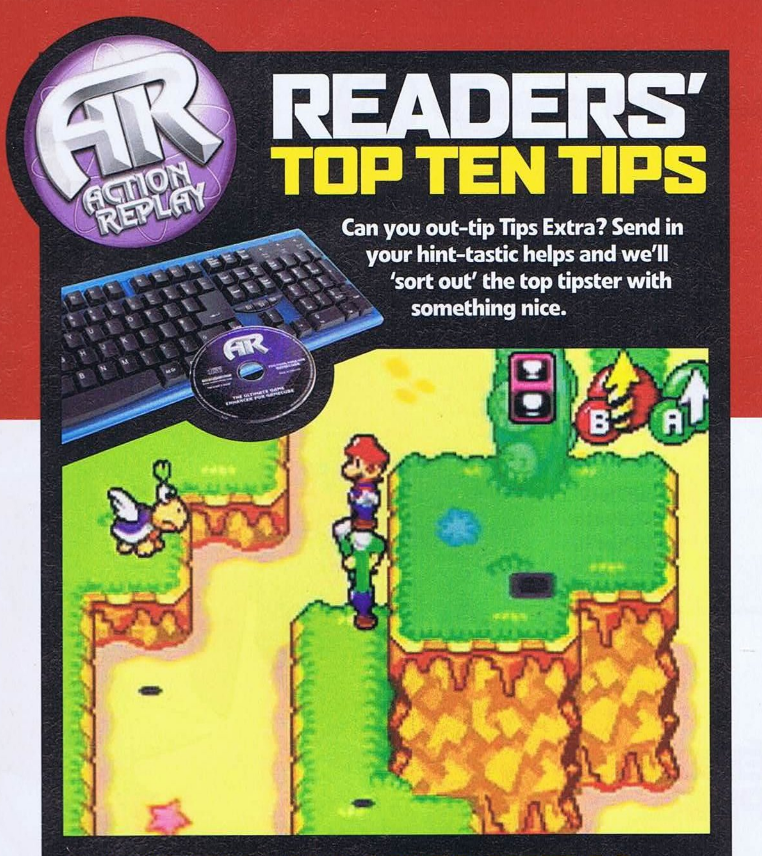






READERS' TOP TEN TIPS

Can you out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with something nice.



1. MARIO & LUIGI (GBA)

Dodge!

Feed Mario and Luigi a red and green pepper each, let them die and then revive them (do it one at a time, obviously). The heightened Power and Defence stats will remain for the rest of the battle. This is especially helpful for the final fight.
Daniel Rouse, High Wycombe

2. VIEWTIFUL JOE

Va-va-voomerang

Buy as many Voomerangs as you can. When you face the other Joe on the Submarine level, keep throwing them at him. Even if he moves away you'll still hit him. It'll also hit all the clones he makes.
Conor Kelly, Stockport

3. MARIO SUNSHINE

Dive of your life

This one works on any place in any level: whenever you are falling from such a height that you'll be hurt when you land, tap the B button to dive instead. You won't suffer damage that way.
Jack Shukman, Oxford

4. MARIO KART: DD

Two wheels

Pick Wario's car and choose a course with a lot of jumps (Rainbow Road is ideal). As soon as you jump, pull back on the control stick. If you times it right you should be poppin' a wheelie. (*Whatting a what? – Ed.*)
Stephen Quaynor, London

5. F-ZERO GX

Quick Fire Field

On Fire Field – Cylinder Knot, when the cylinder ends and the short level platform begins, choose a light craft and go off the cylinder upside down. You will hit the track the right way up and should get a speed boost.
Michael Stern, Totnes

6. SUPER SMASH BROS.

In the bag

On the Home Run contest, play as Roy. Us the Up + A smash twice (not fully charged). On the second one, use your B attack fully charged. It should give you well over 150m.
Liam Downey, Crewe

7. MARIO KART: DD

Balloon Battle brother beater

When you're playing in Battle mode in the Pipe Plaza arena, stay near the Warp Pipes. If you're hit just before entering, you won't lose your balloon.
Robert Leedham, Poole

8. SIMPSONS HIT & RUN

Retail therapy

If you get to 'Hit And Run' level, quickly find an open shop and go inside. Your Hit And Run meter should fall rapidly.
Mark Fearns, Stockton-on-Tees

9. TONY HAWK'S UNDERGROUND

Points booster

Always losing against friends at Trick Attack? Or not getting enough points to meet a target in single-player? When there's one or two seconds left, go into a manual and start doing different combos. If your balance is good, you'll end up with thousands of points.
Jack Hostead, Cleethorpes

10. THE SIMS: BUSTIN' OUT

Burn your bills

We all like avoiding our bills, but the fun stops when the debt collector comes. Build a wall round your place when he comes so he can't get in. He'll go away eventually.
Chris Charlesworth, Wall's End





Coyly dodging the barrage of malpractice allegations…

Dr Kitts,
I'm stuck on *The Hobbit*. I've got the treasure door key and have been told to pull down the four chains to expose the keyhole but I only have three chains. I have got all the other moulds as well.
Roland Jenner, address unknown

Dr Kitts ponders the need for more chains. A serious thing, that…
That's because the fourth one is away from the other three. I'm guessing that the one you're missing is the one in the large centre room – it's the one most people seem to have difficulty finding. You can find it if you ride the carts that move through the area – get off the carts just before they leave the room and scout around.

Dr Kitts,
I'm playing *Harvest Moon: Friends of Mineral Town* and although I've upgraded my tools, I don't seem able to do anything more with them. What am I doing wrong?
Toby Everill, Oxford

Dr Kitts practices throwing his scalpels at his assistant.
You're probably failing to charge them up. Keep holding B and you'll see your farmer pull back more. The more your tool's been upgraded, the more you'll notice the farmer pull back. When he won't charge any further, release B and he'll use the tool more efficiently. Think of it as being like stabbing something – the more force you use, the further in your blade will go. Yes.

Dr Kitts,
I'm playing *Prince of Persia: The Sands of Time* and Farah's in the observatory. She says that she's treading on the switch to raise the stairs but nothing's happening. Help!
Michael Grey, Exeter

All the crimson excitement of arterial spray causes Dr Kitts to lose focus temporarily.
She does that, the troublesome minx. It's all to do with the Vortex in the room – my advice is to avoid using it altogether. Unluckily for you, the only thing you can do is reload your saved game and start again.

Dr Kitts,
Is there any way I can recover a saved game that some idiot saved another one over?
Geraint Evans, Bath

Dr Kitts sniggers…





Missed the EON day? Fear not!

POKÉMON RUBY

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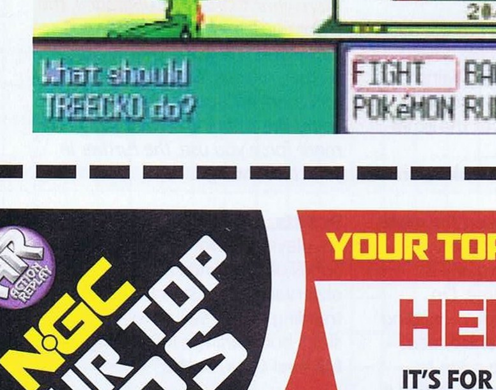


POKÉMON SAPPHIRE

[M]
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Latias
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9969f66a
a614b0ab
8c13ab80
1fdcf846
648fb685
c7d5f850
30f72236
222d8f4d
1f7916d9
eb246d20
5dbe6174
c1cb57b0
ec439399
9290bcaf
a98e1c14
767eb39f
cf2fddab
3b3f2ff3
88ff9b6a
f83b3a42
b65126e5
b2eb7340
2f66c930
3d855023
2a4fa23a
dd9dd9f0
f7f5bfed
642e2068
7e2c3969
54844cd3
9833a683
aae5f129
bbeaf000
3dc8ab6f
c4536ba8
08947df8
cca247f9

Latios
48fa9bd8
78601a5b
8334c989
9969f66a
a614b0ab
8c13ab80
f40ba490
9484d2e5
c7d5f850
30f72236
222d8f4d
1f7916d9
eb246d20
5dbe6174
9f02f00f
bf51bff5
4b58ed58
d929ae61
0523eccd
ecf09e8e
c6b84825
f298af1d
89741789
6c4de0e3
33073540
fe5983ee
2834221d
d33c9d72
d919d0ad
8deae234
cbeea790
3bf7fe0f
87df981b
4420ef96
831ae24a
cc49d110
132f9eb7
9a25f5b8
dedf641e
640be3dd



YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE...

HERE'S MY TOP TIP...

IT'S FOR

AND THIS IS HOW IT WORKS

Found an interesting tip, secret or quirky thing in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If your tip is the number one readers' tip, we'll send you a luvverly prize. Good, huh? But don't send us cheat codes from the net. Quirky!



Name ....

Address ....

..........Postcode ....

Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW
or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just buy two copies of the mag. That way you can keep a spare copy in the khazi, to help focus your mind.

WINNER!

Over the past few issues you've certainly proved your *Mario Kart* Time Trial skills (and we're sure our handy tips in issue 90 proved useful...) But, as in *Double Dash*, there can only be one winner (well, technically there's two in the game...). And the man turbo-ing across the finish line in the last month of competition is Bart Savelkouls. Congratulations! The Championship Cup's on its way...

WE SET YOU THE CHALLENGE – AND THEN RAISED THE STAKES. BUT YOU PROVED YOUR MAD SKILLZ...

MUSHROOM KINGDOM KART CHAMPIONSHIP

THE FINAL PLACINGS 'Mariobart' Savelkouls is **NGC**'s *Mario Kart* champ! Well done!

THE LEADERBOARD

THE FINAL TOP TEN FOR EACH TRACK...

MUSHROOM CUP

LUIGI CIRCUIT

1 Bart Savelkouls Netherlands	1:17:987
2 Paul Tanney Not given	1:18:217
3 Dave Every Ellesmere Port	1:19:374
4 James Boyce Belfast	1:20:912
5 Lee Woodward Worthing	1:21:954
6 Jonas Pettersson Sweden	1:22:569
7 Jamie Stirzaker Kirkham	1:22:770
8 Liam Carey Buckingham	1:23:788
9 John Potter Essex	1:23:947
10 Matt Dyson Southampton	1:24:065

PEACH BEACH

1 Bart Savelkouls Netherlands	1:10:985
2 Paul Tanney Not given	1:11:494
3 Dave Every Ellesmere Port	1:12:370
4 James Boyce Belfast	1:13:347
5 Jonas Pettersson Sweden	1:15:863
6 Jamie Stirzaker Kirkham	1:17:229
7 Liam Carey Buckingham	1:17:246
8 Stephen Cue Slough	1:17:380
9 Andrew Mills Dundee	1:17:523
10 John Potter Essex	1:17:654

BABY PARK

1 Bart Savelkouls Netherlands	1:07:311
2 Paul Tanney Not given	1:06:593
3 Dave Every Ellesmere Port	1:07:438
4 Bill Tansley Horsham	1:07:622
5 Jim Fadden Horsham	1:08:656
6 James Boyce Belfast	1:09:031
7 Liam Carey Buckingham	1:09:289
8 Jamie Stirzaker Kirkham	1:09:443
9 Jonas Pettersson Sweden	1:09:559
10 John Potter Essex	1:09:604

DRY DRY DESERT

1 Bart Savelkouls Netherlands	1:34:198
2 Paul Tanney Not given	1:34:594
3 Dave Every Ellesmere Port	1:39:429
4 James Boyce Belfast	1:40:622
5 Jonas Pettersson Sweden	1:41:324
6 Liam Carey Buckingham	1:48:510
7 Jamie Stirzaker Kirkham	1:48:744
8 John Potter Essex	1:49:763
9 Bill Tansley Horsham	1:50:846
10 Paul Page Dover	1:52:184

FLOWER CUP

MUSHROOM BRIDGE

1 Bart Savelkouls Netherlands	1:22:012
2 Paul Tanney Not given	1:22:265
3 Dave Every Ellesmere Port	1:25:943
4 James Boyce Belfast	1:26:411
5 Jonas Pettersson Sweden	1:28:239
6 Jamie Stirzaker Kirkham	1:28:352
7 Bill Tansley Horsham	1:28:898
8 Liam Carey Buckingham	1:29:219
9 Paul Page Dover	1:29:274
10 Shaun Barker Bristol	1:29:703

MARIO CIRCUIT

1 Bart Savelkouls Netherlands	1:31:152
2 John Potter Essex	1:31:321
3 Paul Tanney Not given	1:31:679
4 Dave Every Ellesmere Port	1:33:270
5 James Boyce Belfast	1:34:810
6 Jonas Pettersson Sweden	1:35:876
7 Jamie Stirzaker Kirkham	1:38:032
8 Bill Tansley Horsham	1:38:446
9 Liam Carey Buckingham	1:39:264
10 Paul Page Dover	1:40:720

DAISY CRUISER

1 Bart Savelkouls Netherlands	1:40:857
2 Paul Tanney Not given	1:40:920
3 Dave Every Ellesmere Port	1:43:377
4 Jonas Pettersson Sweden	1:48:041
5 James Boyce Belfast	1:48:676
6 Jamie Stirzaker Kirkham	1:49:679
7 Oliver Howlett Cheltenham	1:50:326
8 Bill Tansley Horsham	1:50:557
9 Stephen Cue Slough	1:51:694
10 Liam Carey Buckingham	1:51:785

WALUIGI STADIUM

1 Bart Savelkouls Netherlands	1:41:678
2 Paul Tanney Not given	1:43:866
3 Dave Every Ellesmere Port	1:44:923
4 Bill Tansley Horsham	1:45:884
5 Jonas Pettersson Sweden	1:51:622
6 Paul Page Dover	1:53:155
7 James Boyce Belfast	1:53:342
8 Oliver Howlett Cheltenham	1:55:488
9 Jamie Stirzaker Kirkham	1:55:900
10 Matthew Pellett Spalding	1:56:156

STAR CUP

SHERBERT LAND

1 Bart Savelkouls Netherlands	1:17:308
2 Paul Tanney Not given	1:17:636
3 Dave Every Ellesmere Port	1:18:947
4 James Boyce Belfast	1:20:768
5 Jamie Stirzaker Kirkham	1:21:994
6 Jonas Pettersson Sweden	1:22:426
7 Bill Tansley Horsham	1:23:194
8 Paul Page Dover	1:23:412
9 Stephen Cue Slough	1:24:683
10 John Potter Essex	1:24:699

MUSHROOM CITY

1 Bart Savelkouls Netherlands	1:38:790
2 Paul Tanney Not given	1:38:932
3 Dave Every Ellesmere Port	1:41:138
4 James Boyce Belfast	1:44:447
5 Jonas Pettersson Sweden	1:45:707
6 Jamie Stirzaker Kirkham	1:46:340
7 Andrew Mills Dundee	1:46:700
8 Liam Carey Buckingham	1:47:326
9 Bill Tansley Horsham	1:48:155
10 Oliver Howlett Cheltenham	1:48:655

YOSHI CIRCUIT

1 Bart Savelkouls Netherlands	1:45:186
2 Paul Tanney Not given	1:45:748
3 Dave Every Ellesmere Port	1:46:741
4 James Boyce Belfast	1:50:558
5 Jonas Pettersson Sweden	1:50:929
6 Andrew Mills Dundee	1:51:702
7 Jamie Stirzaker Kirkham	1:53:439
8 Bill Tansley Horsham	1:54:119
9 Paul Page Dover	1:56:454
10 Oliver Howlett Cheltenham	1:56:642

DK MOUNTAIN

2 Bart Savelkouls Netherlands	1:52:774
2 Dave Every Ellesmere Port	1:52:976
3 Paul Tanney Not given	1:53:300
4 Jonas Pettersson Sweden	1:54:361
5 James Boyce Belfast	1:59:667
6 Oliver Howlett Cheltenham	2:00:058
7 Gary Roberts Woodley	2:05:685
8 Paul Page Dover	2:07:591
9 Bill Tansley Horsham	2:09:659
10 Patrick King Coventry	2:11:190

SPECIAL CUP

WARIO COLOSSEUM

1 Paul Tanney Not given	2:04:307
2 Bart Savelkouls Netherlands	2:04:700
3 Dave Every Ellesmere Port	2:07:276
4 Jonas Pettersson Sweden	2:12:432
5 James Boyce Belfast	2:15:387
6 Jamie Stirzaker Kirkham	2:16:156
7 Liam Carey Buckingham	2:17:349
8 Oliver Howlett Cheltenham	2:17:766
9 Tron Hughes Hyde	2:18:574
10 Stephen Cue Slough	2:18:630

DINO DINO JUNGLE

1 Bart Savelkouls Netherlands	1:48:725
2 Paul Tanney Not given	1:49:570
3 Dave Every Ellesmere Port	1:52:014
4 Jonas Pettersson Sweden	1:56:314
5 James Boyce Belfast	1:57:272
6 Oliver Howlett Cheltenham	1:58:649
7 Stephen Cue Slough	2:00:369
8 Bill Tansley Horsham	2:00:413
9 Jamie Stirzaker Kirkham	2:00:594
10 John Potter Essex	2:00:660

BOWSER'S CASTLE

1 Paul Tanney Not given	2:23:763
2 Dave Every Ellesmere Port	2:28:889
3 Bart Savelkouls Netherlands	2:29:899
4 James Boyce Belfast	2:34:081
5 Jonas Pettersson Sweden	2:34:947
6 Jamie Stirzaker Kirkham	2:38:945
7 Stephen Cue Slough	2:40:969
8 Oliver Howlett Cheltenham	2:41:781
9 Liam Carey Buckingham	2:41:988
10 Andrew Mills Dundee	2:43:135

RAINBOW ROAD

1 Paul Tanney Not given	3:04:192
2 Bart Savelkouls Netherlands	3:05:380
3 Dave Every Ellesmere Port	3:08:053
4 Jonas Pettersson Sweden	3:11:219
5 Oliver Howlett Cheltenham	3:13:110
6 Stephen Cue Slough	3:13:428
7 James Boyce Belfast	3:14:209
8 Shaun Barker Bristol	3:14:717
9 Jamie Stirzaker Kirkham	3:15:342
10 Tron Hughes Hyde	3:15:467

We'll be setting up a new **NGC** championship next issue – don't miss it.











AND NOW… WITNESS THE DESTRUCTIVE POWER OF THESE ARMED AND FULLY OPERATIONAL GAMING LEAGUES!

I'M THE BEST



Okay, it's time for a serious talk. We watch the scores you send in very carefully. Some gamers may think they've found a glitch that they can exploit, or that as we're asking for a shot of a results screen, they can cheat with an Action Replay device and we won't realise. Well, we *do* spot such things, and we will get in touch with people if we catch them trying it on.

There are lots of people playing I'm The Best, and while you may be tempted to cheat to keep up with the best players, it's not fair to do so. Lots of ITB players can only send in a few scores, but they're proud of them, we're proud of them for doing so well, and people who cheat are spoiling things for all the honest, hard-playing competitors. So don't do it!

Now for the nice bit: some ITB players have set up their own I'm The Best Websites. Peter Bottomley has a great one at **http://www.freewebs.com/ngcitbgrelite/** It's even got photos on, so you can see who some of the other players are. Great stuff.

If you've got an ITB-related website that you'd like to share with us, and that's suitable for everyone to look at (ie. NGC's younger readers…), write in and tell us about it. We'd love to hear from you! Until next month…

MISSION IMPOSSIBLE!

Mission Impossible is the part of I'm The Best where we make you put down your controller and think for a little while – a novel idea, but it seems to work. We could show you a bunch of pixels and ask you which game they're taken from. We could give you some speech from a game and ask you to name it. Whatever we do, though, you can be sure that it's a thorough test of your Nintendo gaming knowledge. And there's a new one to have a go at every issue, so if you can't do one month's, try again a month later.

THIS MONTH…

WHO AM I?

This month we're setting you some Nintendo word puzzles. All you have to do is name the characters we're referring to and answer each's question. Note: the silhouette to the right is not one of the characters in the puzzles!

1. I am one of many. When I am half grown I will carry a flower on my back. When I am fully gown, I will wear a necklace of petals around my long green neck. Who am I right now, and what will I ultimately become?

2. In pursuit of a genocidal enemy, I have ended up in a land far removed from my own time. Now I am surrounded by reptiles that want to eat me. My N64 game was extremely expensive and my Gamecube outing was disappointing. Who am I, and who is my human enemy?

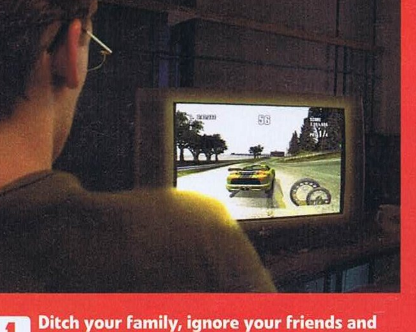
3. I started out as a two-dimensional villain. Recent games have given me the chance to show off my sporting prowess and entrepreneurial skills as I took on my arch-rival at golf, tennis and karting and flogged off my rather excellent wares to a ~~gullible~~ discerning public. I have even starred in my own platformer. Who am I, and what was the game I made my debut in?

4. I have no hair, no name, but a cool tattoo. My hobbies include hanging out with religious types. Who am I, and where do I live?

Send all four answers by the 23rd April please. Completely correct answers will net the sender 40 points.

BEAT THE BEST!

Come and have a go if you think they're hard enough! This is how you turn your talent into a shot at a stonking prize.



1 Ditch your family, ignore your friends and practise until you have achieved perfection. But not beyond the cut-off date. That'd be dim.



2 Get a score above our 'To Qualify' minimum – you don't have to beat the top 5. Gather the evidence (video/photo) and send it to us.



3 Wait an issue or two and see where your score gets you. The more challenges you nail, the higher you climb in the table…

SUPER SMASH BROS. MELEE





KIRBY'S REVENGE

WE WANT Your highest numbers of KOs.
THE LAW Play in Cruel Melee mode. You must play as Kirby. All default settings apply otherwise.
TO QUALIFY Ten Knock Outs.
EVIDENCE Photographic evidence will do fine.
POINTS 25

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

ROCK ME, AMADEUS

WE WANT Your highest score in All-Star mode.
THE LAW Must use Falco. Singing in an 80s-stylee completely optional.
TO QUALIFY 400,000
EVIDENCE Again, we're fine with photos for this one, as long as it's clear enough for us to see your score.
POINTS 20

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

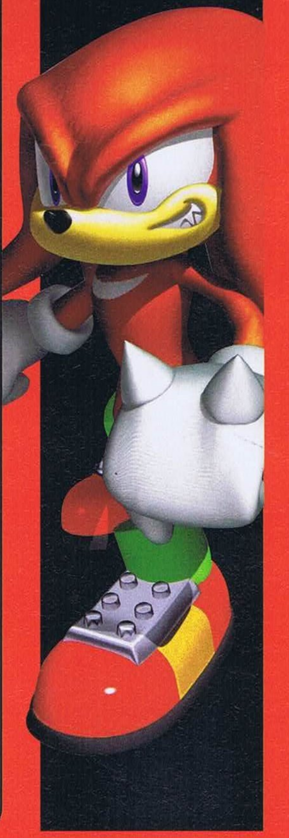
To spice things up a bit, you'll notice that we've also included extra Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes to the letter and points will be yours. Simple. There's even a Spot the Ball competition (but we've replaced it with spot the Pac-Man this month). Keray-zee…

VIRTUAL REALITY YOU!

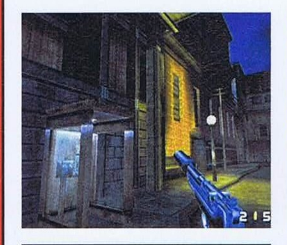
Because prats win prizes!

THIS MONTH SONIC BOOM

We're frequently accused of hating Sega's hedgehog, so to prove we're not, we're going to ask ITBers to dress up as him. You have to be **Sonic the Hedgehog, (or Knuckles) complete with ludicrously large trainers, outside a sports venue.** We'll give you 70 points for it. All photos must arrive by 23rd April.



TIMESPLITTERS 2



BRICKATHON

WE WANT Your fastest time for completing the Bricking It: Glass Smash.
THE LAW You'll find it in Challenge mode. No cheating.
TO QUALIFY 20s
EVIDENCE Video of the entire run so we can see you doing it.
POINTS 25

1	?'??	Your score here? Next month
2	?'??	Your score here? Next month
3	?'??	Your score here? Next month
4	?'??	Your score here? Next month
5	?'??	Your score here? Next month

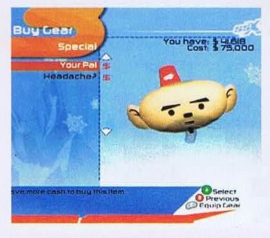
IRREPRESSIBLE!

WE WANT You to complete the Banana Chomp: Playing With Fire.
THE LAW You have to complete the level.
TO QUALIFY 20s
EVIDENCE Full video evidence of the entire run so we can see you don't duck out halfway.
POINTS 35

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

SSX3





MILLIONAIRE

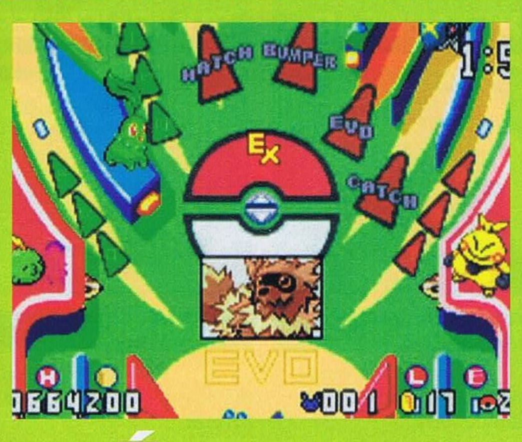
WE WANT Your best score for Peak 3.
THE LAW Must be done in Freestyle mode (All Peak Jam). Can use any of the starting boarders – no unlockable or created ones.
TO QUALIFY 1,000,000
EVIDENCE A photo will do for this.
POINTS 25

1	?????	Your score here? Next month
2	?????	Your score here? Next month
3	?????	Your score here? Next month
4	?????	Your score here? Next month
5	?????	Your score here? Next month

WITH JAM ON

WE WANT Your fastest time on Peak 1 Race: Snow Jam.
THE LAW Must use Kaori – no other boarders allowed. You must cross the line first as well.
TO QUALIFY 2:35
EVIDENCE We'd like to see video evidence of the full run, please.
POINTS 35

1	?'??	Your score here? Next month
2	?'??	Your score here? Next month
3	?'??	Your score here? Next month
4	?'??	Your score here? Next month
5	?'??	Your score here? Next month



POKÉMON PINBALL SPOT THE BALL

X MARKS THE SPOT

This game seems so simple yet is so fiendishly addictive that we just had to put it in. It's a traditional Spot The Ball this issue – all you have to do is put an X where you think the Pokéball might be. (And, in case you're feeling opportunistic, we go on the centre of your X, so don't think that scrawling down one an inch wide will make you more likely to win.)

❑ The entry we receive marking the point closest to the Pokéball by the 23rd April wins **40 points.**

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

MARIO PARTY 5



PANIC STATIONS

WE WANT Your highest score on Panic Pinball.
THE LAW You must use Waluigi. We feel sorry for him as he gets left out. Apart from that, stick to all the default settings. One player.
TO QUALIFY 22,000 points
EVIDENCE A snap of the screen showing your score.
POINTS 30

1	??,???	Your name here Next month
2	??,???	Your name here Next month
3	??,???	Your name here Next month
4	??,???	Your name here Next month
5	??,???	Your name here Next month

JUMP! JUMP! JUMP!

WE WANT Your furthest distance for Leaf Leap.
THE LAW You can use any character you like. Apart from that, the default settings apply.
TO QUALIFY 150m
EVIDENCE We'd like to see the whole entertaining incident on video, please.
POINTS 20

1	???	Your name here Next month
2	???	Your name here Next month
3	???	Your name here Next month
4	???	Your name here Next month
5	???	Your name here Next month

01101001… Send me 1,100,010 stars and join the Hive!



DAVID GOSEN'S INHUMAN GAMING EFFICIENCY DIRECTIVE

01010110… The metal shall conquer the fleshy! Read my words and weep, meatbags, for your end is nigh.

Playing Metal Arms: Glitch in the System on Hard mode, you must complete the Zombiebot King level in under five minutes.

Send full video evidence of the whole level. No cheating - my superior circuitry will identify those fools who can only cheat to compete and they will be eliminated.

Only entries in by the 23rd April will comply with the directive. Successful entries will recieve 101.01 of those points you humans love.

KIRBY AIR RIDE

STRAIGHT RACE

WE WANT Your fastest time for a three-lap race.
THE LAW Must race on the Metal Top Ride. Three CPU opponents, level 1.
TO QUALIFY 50 seconds. You can do that!
EVIDENCE Video, so we can check that you've got the settings right.
POINTS 25

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

DEEP BREATHS

WE WANT To see how many enemies Kirbs can hoover up during a race.
THE LAW You can attempt this on any level and vehicle you like. Must use default settings. You must win.
TO QUALIFY 15
EVIDENCE Video evidence of Kirby absorbing his rivals.
POINTS 35

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

METAL GEAR



WOOOAH NELLY!

WE WANT You to kick Liquid Snake's treacherous, traitorous butt.
THE LAW No using cheats to give Snake an advantage.
TO QUALIFY 30 seconds left on the clock. You only have three to beat Liquid anyway…
EVIDENCE Clear video of the full battle.
POINTS 40

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

SONIC HEROES



MISSION POSSIBLE

WE WANT Your best score on the bizarre Casino Park stage (level 5).
THE LAW Must be playing as Team Sonic. No Chaotix or (shame on you if you thought of it) Team Rose!
TO QUALIFY 35,000
EVIDENCE A clear snap of your score at the end of the level.
POINTS 30

1	??,???	Your score here? Next month
2	??,???	Your score here? Next month
3	??,???	Your score here? Next month
4	??,???	Your score here? Next month
4	??,???	Your score here? Next month

MARIO KART



DESERT DRAG

WE WANT Your *slowest* time on Dry Dry Desert.
THE LAW Must play as Yoshi and Baby Bowser. And despite going slowly, you've still got to win the race! 100cc only.
TO QUALIFY 2:00
EVIDENCE Video of the full race – sorry, but we do get people cheating at *MK*.
POINTS 30

1	?:??	Your score here? Next month
2	?:??	Your score here? Next month
3	?:??	Your score here? Next month
4	?:??	Your score here? Next month
5	?:??	Your score here? Next month

MARIO SUNSH…



SOLID GOLD

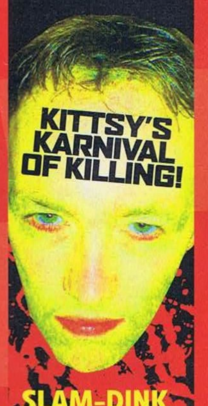
WE WANT To know how many coins you can collect.
THE LAW Collect them on any story you like, as long as it's on the Noki Bay level.
TO QUALIFY 110 coins
EVIDENCE A picture of the totals screen (press Z to see it) clearly showing your coin haul for the location.
POINTS 20

1	???	Your score here? Next month
2	???	Your score here? Next month
3	???	Your score here? Next month
4	???	Your score here? Next month
5	???	Your score here? Next month

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…



SLAM-DINK

Geraint did not relay my instructions clearly enough last month. I shall repeat them. and beat him. As adult Link in *Super Smash Bros Melee* we want you to… **Fight it out in a two-minute free-for-all against child Link and two Ganondorfs. Do it on the hardest difficulty setting for each opponent in the Hyrule Temple stage. The object of the challenge is to beat child Link by six kills.** Send me video confirmation of the bout, from character selection to the end by the 23rd April to win **40 points**.

1080° AVALANCHE



GATE EXPECTATIONS

WE WANT Your highest score on the Frosty Shadows Gate Challenge.
THE LAW Must play as one of the boarders available from the start of the game. Default settings apply.
TO QUALIFY 17,500
EVIDENCE Video evidence of your run.
POINTS 25

1	??,???	**Your score here?** Next month
2	??,???	**Your score here?** Next month
3	??,???	**Your score here?** Next month
4	??,???	**Your score here?** Next month
5	??,???	**Your score here?** Next month

SNOW COMPETITION

WE WANT To see how well you can do on the half pipe.
THE LAW Can be any of the boarders available from the start of the game. Must tackle the half pipe in Trick Attack mode.
TO QUALIFY 300,000
EVIDENCE Video evidence of the run in action.
POINTS 35

1	???,???	**Your score here?** Next month
2	???,???	**Your score here?** Next month
3	???,???	**Your score here?** Next month
4	???,???	**Your score here?** Next month
5	???,???	**Your score here?** Next month

BILLY HATCHER



EGG ROLL

WE WANT Your highest combo kill with one egg roll.
THE LAW Can play as any character, on any level. Can use any old egg you like too. Aren't we generous?
TO QUALIFY 7
EVIDENCE Video of the full combo so we can see you take out the enemies.
POINTS 30

1	??	**Your score here?** Next month
2	??	**Your score here?** Next month
3	??	**Your score here?** Next month
4	??	**Your score here?** Next month
5	??	**Your score here?** Next month

EAT CROW

WE WANT Your top time for defeating the 100 crows in mission 3: Dino Mountain .
THE LAW Can use no more than eight eggs. Must play as Billy. Must get an S-rank.
TO QUALIFY 10 minutes
EVIDENCE Full video run so we can see how many eggs you use for the level.
POINTS 30

1	??	**Your score here?** Next month
2	??	**Your score here?** Next month
3	??	**Your score here?** Next month
4	??	**Your score here?** Next month
5	??	**Your score here?** Next month

WORMS 3D





AAAAARRRRR!

WE WANT To see how quickly you do the Shiver Me Timbers Campaign mode mission.
THE LAW Of the jungle.
TO QUALIFY Five minutes remaining
EVIDENCE Video of the end of the level.
POINTS 20

1	?'??	**Your name here?** Next month
2	?'??	**Your name here?** Next month
3	?'??	**Your name here?** Next month
4	?'??	**Your name here?** Next month
5	?'??	**Your name here?** Next month

BAA HUMBUG

WE WANT Your best time for Super Sheep Challenge 2.
THE LAW Says it's illegal.
TO QUALIFY Three minutes remaining
EVIDENCE Video of the end of the level.
POINTS 25

1	?'??	**Your name here?** Next month
2	?'??	**Your name here?** Next month
3	?'??	**Your name here?** Next month
4	?'??	**Your name here?** Next month
5	?'??	**Your name here?** Next month

FINAL FANTASY CC





DOWN AND OUT

WE WANT You to beat the Orc King (the Mine of Cathurgies boss).
THE LAW Single-player. Must be done on Myrrh Cycle Two. No Phoenix Downs allowed. That aside, anything goes.
TO QUALIFY 35
EVIDENCE Video.
POINTS 40

1	??	**Your score here?** Next month
2	??	**Your score here?** Next month
3	??	**Your score here?** Next month
4	??	**Your score here?** Next month
5	??	**Your score here?** Next month

MOOGLE SEARCH

WE WANT You to get as many Moogle stamps as you can.
THE LAW Must be in single-player for full points. If you di it in multiplayer, you'll get the appropriate fraction.
TO QUALIFY 10 stamps
EVIDENCE A snap of your Moogle card.
POINTS 20

1	??	**Your score here?** Next month
2	??	**Your score here?** Next month
3	??	**Your score here?** Next month
4	??	**Your score here?** Next month
5	??	**Your score here?** Next month

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

ZELDA WW



GOING POSTAL

WE WANT You to sort as many letters as you can in the letter-sorting minigame on Dragon Roost Island.
THE LAW No cheating. We *will* spot it.
TO QUALIFY 15
EVIDENCE Full video of your postmastery, so we can gaze awestruck at your skills.
POINTS 30

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month

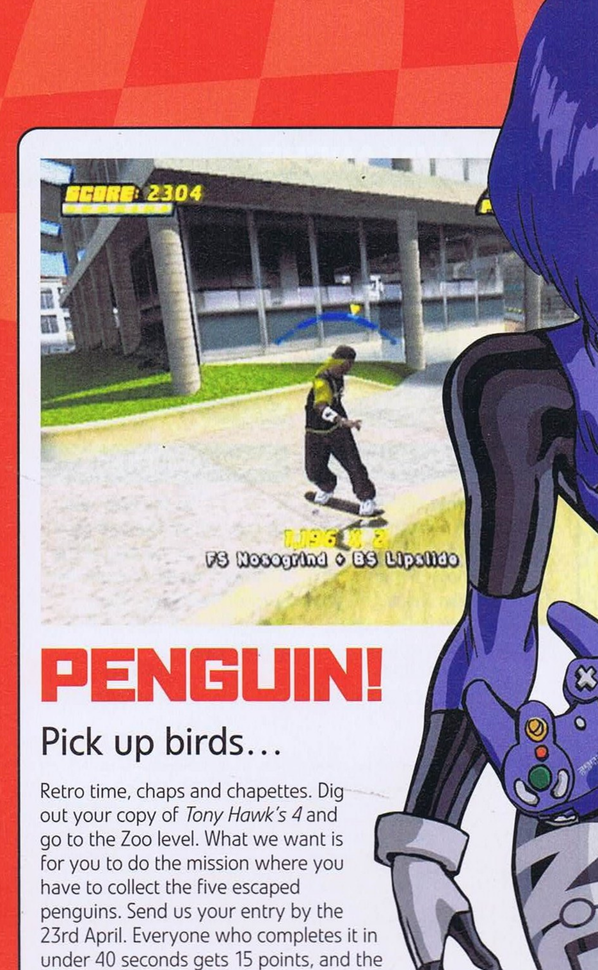
PIKMIN



GROWMIN

WE WANT To see how many Pikmin you can sprout in The Final Trial.
THE LAW Of the jungle.
TO QUALIFY 150
EVIDENCE A shot of the final level results screen so we can see how many Min you grew during the level. Make sure it's a clear one.
POINTS 30

1	??	Your score here? Next month
2	??	Your score here? Next month
3	??	Your score here? Next month
4	??	Your score here? Next month
5	??	Your score here? Next month



PENGUIN!

Pick up birds…

Retro time, chaps and chapettes. Dig out your copy of *Tony Hawk's 4* and go to the Zoo level. What we want is for you to do the mission where you have to collect the five escaped penguins. Send us your entry by the 23rd April. Everyone who completes it in under 40 seconds gets 15 points, and the fastest boarder will get 15 more.



ENTRY FORM



Name ....

Address ....

Postcode ....

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

SUPER SMASH BROS MELEE
- ❑ KIRBY'S REVENGE ....
- ❑ ROCK ME ....

TIMESPLITTERS 2
- ❑ BRICKATHON ....
- ❑ IRREPRESSIBLE! ....

SSX 3
- ❑ MILLIONAIRE ....
- ❑ WITH JAM ON ....

MARIO PARTY 5
- ❑ PANIC STATIONS ....
- ❑ JUMP! JUMP! ....

KIRBY AIR RIDE
- ❑ STRAIGHT RACE ....
- ❑ DEEP BREATHS ....

1080° AVALANCHE
- ❑ GATE EXPECTATIONS ....
- ❑ SNOW COMP. ....

BILLY HATCHER
- ❑ EGG ROLL ....
- ❑ EAT CROW ....

WORMS 3D
- ❑ AAAARRRRR! ....
- ❑ BAA HUMBUG ....

METAL GEAR: TWIN SNAKES
- ❑ WOOOAH NELLY! ....

SONIC HEROES
- ❑ MISSION POSSIBLE ....

MARIO KART
- ❑ DESERT DRAG ....

SUPER MARIO SUNSHINE
- ❑ SOLID GOLD ....

ZELDA WIND WAKER
- ❑ GOING POSTAL ....

PIKMIN
- ❑ GROWMIN ....

FINAL FANTASY CC
- ❑ DOWN AND OUT ....
- ❑ MOOGLE SEARCH ....

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

THE LEADERBOARD
WHERE ARE YOU NOW?…



1	**Matthew Pellett** Spalding	**3098.03pts**
2	**"T-" Rex McGee** Trowbridge	**2608.03pts**
3	**Steve Brooks** Broughton Astley	**1603.03pts**
4	**Phil "PH" Hughes** Cheshire	**1487.02pts**
5	**Dave "Sphinx" Pugh** Saffron Walden	**1467.02pts**

6	**Andrew Mills** Dundee	1438.03pts
7	**Dave Every** Ellesmere Port	1379.02pts
8	**Michael Rothwell** Wallasey	1272.02pts
9	**Bryan Docherty** Gourock	1256.01pts
9	**Rob Jones** Poole	1055pts
10	**Dermot Ryan** Mullingar	1047.02pts
11	**Peter Bottomley** Cheshire	1126.01pts
12	**Lewis Voigtländer-Ford** Milton Keynes	935pts
13	**Chris "plasticcoated" Fletcher** Stockport	785pts
14	**Martijn Heule** The Netherlands	771.01pts
15	**Ewan McKenzie** Dumfries	745pts
16	**Simon Mason** West Parley	691.01pts
17	**Andrew Grieve** Rotherham	616.01pts
18	**Dean Hailstone** Jarrow	562.02pts
19	**Barry Lewis** Dairsie	560pts
20	**Dominic Stroud** Gloucester	545pts
21	**David Lent** Leeds	475pts
22	**Scott Littlewood** Norwich	445pts
23	**David Williamson** Bathgate	440pts
24	**Christoffer Lindgren** Sweden	436.01pts
25	**Michael Seaward** Stanley	435pts
26	**Daniel Sneddon** Bingley	381.01pts
27	**Josh Jones** Barnstaple	370pts
28	**Gordon Yeung** Cardiff	366.01pts
29	**Eskil Vestre** Norway	360pts
30	**Andreas Nakkerud** Norway	350pts
31	**Adam Pollard** Dorset	345pts
32	**Gareth Brownlow** Kilrea, **Mark Gibson** Dumfries	325pts
33	**Andrew McGrae** Southport	320pts
34	**Mr S** Aberdare	315pts
35	**Mark Puddifoot** Swindon	280pts
36	**Toby Lynch** London	260pts
37	**Michael Robinson** Cumbria	246.01pts
38	**Thomas Cox** Birchington, **Steven Limm** Tamworth	240pts
39	**Banjo-Fella**, **Sam Rogerson** Milton Keynes, **Ben Bryce** Worthing	235pts
40	**Julia McClay** Langley Middleton **Jason Leverett** Great Yarmouth	220pts
41	**Harold Rooney-Nugent** London, **David McDonald** Warwick	215pts
42	**James "Yellow Dart" Walker** Worthing	205pts
43	**Andy Whittle** Leigh	191.01pts
44	**Ian "PS" Steadman** Farnham Common	206.01pts
45	**David Gruber** Norwich, **Hollie Eggleton** Trowbridge	200pts
46	**Josh Ryan** Dursley	190pts
47	**Janne Kaitila** Finland, **Paul Gibb** Cheltenham	185pts
48	**Lee Graham** Bristol, **Robert Woodward** The Wirral	180pts
49	**Matthew Woof** Leamington Spa	165pts
50	**Daniel Livings** Watford, **Norman Glover** Cleveland,	160pts
51	**Adam Weston** Ballycranbeg	150pts
52	**Angelos Perlegkas** Athens	145pts
53	**Michael Harvey** Ellesmere Port, **Joe Gamble** Ilkley	140pts
54	**Grant David Taylor** Edinburgh, **Michael Daniels** Chatham	135pts
55	**Karl Frogmore** Leeds	130pts
56	**Matthew Bickham** Northwood Hills	125pts
57	**David Cathrine** Edinburgh, **Zac Moss** Tunbridge Wells, **MT Heron** Guisborough	115pts

Each month, the totals will be totted up and balances displayed in the Big Table™. The top five spots at the end of the season win goodies – Numero Uno gets not only planet-wide admiration/envy in equal measure, but hard material goods. We keep track of every entrant's scores, so you can boost your points each month and move onto or up the



PHOTOGRAPHS

1. Use a fast film (200 or 400 ASA).
2. If you're using a digicam then use a slower shutter speed.
3. Turn off the camera's flash (or cover it up) and draw the curtains.

PLEASE NOTE: Any doubts over the legality of your entry will lead to instant disqualification.

VIDEO TAPES

1. Plug the Gamecube TV lead into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After recording the challenge, rewind the tape. We can't return tapes, sorry.

HEY! IT'S THE RETURN OF...

GAME ON!

NGC READER CHALLENGES


Ever wished a game would last forever? Enjoyed it so much that you wished it would never end, amd replayed it to find all the hidden items or routes? Well, we can't make your games endless, but with these extra challenges from **NGC** readers you can make the fun last that little bit longer.

If you've got a Game On idea of your own, send it in – there's a lovely new Gamecube game for the one we like best every month. Just send it to 'Game On' at the usual **NGC** address.

1080° AVALANCHE





MIDNIGHT CLUB

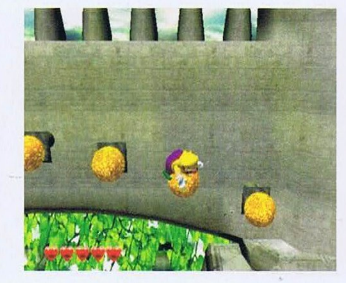
Shane Rynhart,
Bournemouth

Mini-scooters were responsible for tens of thousands of accidents last year. This is your chance to build up the statistics for snowboarding accidents as you cause mayhem in *1080° Avalanche*.

You can play as any character you like, and slide away on any board. Go to the Midnight City level and pull off enough tricks to bring yourself up to full power. Get to the point where people start turning up. Now **knock over as many people as you can before the end of the level** – and you're not allowed to fall over yourself. What's more, you've got to finish the level in two minutes. It's not all bad news, though: you can knock over the waiters and customers in the café if you wish.

PEOPLE TOPPLED  15  10  5

WARIO WORLD


UNITHORN FOOTBALL

Joshua Taylor,
Manchester

"The only bad part of *Wario World*," claims Joshua, "is Unithorn's Lair, which causes anger, annoyance and swearing." A little like Paul's van, then, but without the clanking sounds. To make the Unithorn's Lair section fun, Joshua suggests going to the Greenhorn Ruins level and entering the lair. Now, **instead of trying to escape, push the bombs into the water without picking them up**. The raised ledge surrounding the pool should add an exciting area of difficulty.

Award yourself one point for every bomb you get in the water, but take two points off your total every time a Unithorn attacks you. And you've got 1:30 to do it in. Now get out there and ween.

POINTS  12  10  8



F-ZERO GX

DEATH RACE

Kristian Francis,
Location unknown

Kristian's resurrecting the Death Race from *F-Zero* on N64. Go into Practice mode and select the Ruby Cup, then choose Mute City. You can fly any ship with whatever settings you like. Set Laps to Free Run, Restore to Off, CPU to 29 and class to Standard. **You've got to wallop every single one of your opponents into space. Count how many laps it takes you to do this**, including the lap you're on when you smack the last one into the blue yonder. Kristian says, 'if you can get gold, you're a saint'. We disagree. If you get gold, you're an efficient killer…

LAPS	Gold	Silver	Bronze
	3 OR FEWER	4-10	11-20



METROID PRIME

WASP ATTACK

Mark Richards,
Truro

Short of coating herself in jam, Samus couldn't be any more attractive to wasps. So this is just plain stupid, right? But fun too. Go to the main plaza in Chozo Ruins and move to the bridge where the wasps' nest is. **You've got one minute to shoot down as many wasps as you can.** You're not allowed to use the wave beam, ice beam, plasma beam OR missiles, nor may you fire charged shots. You may gather energy and ammo from dead wasps if you need to, though.

WASPS KILLED	Gold	Silver	Bronze
	35	30	25



NOW IT'S YOUR TURN…

Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other NGC readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to…

GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.

We'll take challenges for absolutely any game on the good ol' 'Cube, but this month we're particularly interested in…


BURNOUT 2


FIFA 2004


FREEDOM FIGHTERS


MARIO KART DOUBLE DASH!!

THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?

30 MONMOUTH STREET/BATH/BA1 2BW

MAILBOX

EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'…

ngc@futurenet.co.uk

Include your *name and address* so we know who to credit the letter to. You know it makes sense.



The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

'Downhill'

Poor Sonic. Ever since the days of 2D ended, the hedgehog has just been going downhill. Although Sonic's 3D outings haven't been bad, I agree with you guys in that he's not what he used to be. *Sonic & Knuckles* for the Mega Drive is an adventure to rival Mario's or Link's any day, but after loading up the *Mega Collection* on my Gamecube I realised that Sonic just isn't in the same league any more.

In the Golden Age it was Sonic vs Mario – you were either Sega or Nintendo, and those two characters were the biggest in the business. Now it feels like Sonic has become a B-game character, if you see what I mean. Who'd put him up against Mario nowadays? He's completely lost his legendary status and Sega need to do something to bring him back up where he belongs. Ideally go back to basics, study the classic Mega Drive games and build on what made them so good, not try inventing a risky concept like *Sonic Adventure*. Why not try a *Sonic 4* using gameplay styled from the Mega Drive? It would sell by the bundle, I'm sure of it.
Peppi Valerio, Bedford

Let's hear it for 2D Sonic! Ed

JOYTECH™

'Without cuccos'

There is one thing that constantly bugs me about *Wind Waker* – where are the cuccos? Every Zelda game worth its pointy ears has cuccos in it. A Zelda game without cuccos is like a Mario game without Mario, or a Sonic game without stupid footwear and cheesy grins. And to be honest, the porkers are a pretty poor substitute. Can you put one on your head and flap around? If you hack them to bits, do an endless number of pigs come and snout you to death? The spotty ones let off green gas, which would put even me off my ribs. Ditch the pre-sausages, bring back the cuccos.
Joe Lawrence, Grundisburgh



Snout you to death? Try whacking that giant black pig on Outset Island and see what you get for it… Ed

'People I know'

A couple of months back you said that Nintendo were making money from their software but the price of their hardware is less than it costs to produce. That sounds like Nintendo are making a big mistake. About 75% of the people I know that have a Gamecube (mostly kids) only have one or two games. Surely that means Nintendo are losing out because the kid gets a game with the console but can't afford to buy many more. Wouldn't it be sensible to have the prices of software and hardware more balanced?
Daniel Daw, Staffordshire

Maybe. But all the console makers have the same sort of business model. If the consoles were more expensive, it would mean fewer people would be able to afford to buy one in the first place. Ed



Bonus Letters

Will everyone please remember the fun we had visibly shaking at one in the morning.
Jack Shukman, Oxford
Happy days… Ed

Mario is up against little brown things.
Grant Taylor, Edinburgh
Stinky. Ed

Please can you tell me if there is anything that I am missing?
Craig Simpson, Worthing
Don't tempt me. Ed

After looking at the announcement I was left deeply confused.
Kathryn Convery, Saffron Walden
You and the rest of the world. Ed

Why do you have a freak in your mag?
Greg Simpson, Glasgow
But we got rid of Tim Weaver ages ago. Ed

That's the reason why I bought the damn machine!
Mikael Mikkonen, Finland
Well, there had to be a reason. Ed

'Cool hair'

I too am fed up of you guys being horrible to Sonic. What's not to like about his games? Lightning fast pace, cool hair and a whole bunch of side characters such as Tails, Knuckles and Amy. You're just jealous that you don't have his powers to move at 200mph, and that he's got mates and you haven't got any.
Kye Watchorn, Nottingham

Apart from the things you listed, rubbish gameplay is what's not to like about Sonic's recent efforts. See this month's Star Letter. You're right about one thing though – I don't have any mates. Ed



△ Look girls, it's Busted… Oh, hang on, even Busted aren't *quite* that rubbish.

'Handicap certain'

I was wondering why more games don't include the system that *Smash Bros* has, where you can handicap certain players. I think this would be useful on games that are mainly multiplayer, especially racing games – the best players could start later or have seconds added on. It doesn't have to be manual, as the computer could record your times and decide what handicap to award.
Tim Lennox, Somerset

Great idea. How about it, software people? Are you listening? Ed

'Hang your heads'

Is it just me or does everyone who writes in to this mag complain too much? 'I can't finish *Mario Kart*, it's too hard, where have they put all the shortcuts' followed by, 'When's *Animal Crossing* coming out?' Last time I checked, *Mario Kart* was supposed to be a fun-filled romp that anyone who has at least one hand can finish. Even my mum can give Mario a run for his money.

HONOURABLE MENTIONS
Thanks to everyone who wrote in this month, including (but not limited to): Kirsty Bainbridge, Cattrick Village; Daniel Scott, Perth; Kristoffer Jahnsen, Norway; James Derricourt, Tamworth; David Leigh, Burton-on-Trent; Oliver Russell, Bristol; Cedric van Rossem, Belgium; James Stock, Norwich; Thomas Bignold, Blandford; Andrew Dawson, Northumbria; Frans van Schoor, France; George Putnam, Somerset; Danielle Kenehan, Bradford; Declan Gillespie, London; Guy Shore, New Malden; Michael Foster, Fareham; Pierre Hyde, Welwyn Garden City; Josh Yang, Edinburgh; James Stock, Norwich; Kirsten Conacher, Lochailort; Michael



△ **What do you mean, 'It's too hard'? You're about to get a slap round the joypad…**

Come on people, get it together. Here's a tip – there are loads of shortcuts, you don't need to hold shells out the back of your kart because you're supposed to fire them backwards into the attacking shells, and the big green button with the letter A on it is the accelerator. As for *Animal Crossing*, stop whining and import it from Australia. That's it, I'm off to beat up Ganon again.
Sarah Walker, via email

Don't hold back. Say what you feel. Ed

'Rival was dead'

In your *F-Zero* tips book (free with issue 87), you said it was impossible to destroy your rival on chapter eight of the Story mode. That's only half true. Somehow I managed to ram him into a mine, and he flew up, over the track sides and exploded upon arriving at the rock wall. I thought it would be an easy ride for the rest, seeing as my rival was dead, only moments later his icon reappeared and he boosted past me. I died soon after that. So I guess he's not impossible to destroy, but it is impossible to kill him off.
Ruud Jacobs, The Netherlands

How cheap is that? Ed

'Pain in my heart'

I've bought every console since the SNES, and I paid full price for the Gamecube without even a memory card or game included. I paid the full price for the GBA, without game or light. Nintendo let their true fans down by releasing the Gamecube now with game, memory card and many star points for only £80. If that wasn't enough, they brought out the GBA SP for the same price as my original GBA. Now I, as a loyal Nintendo fan, have to play an unlit GBA, and some new Sony kid plays with full light. Nintendo has really let me down, and with pain in my heart I can say that this is the last Nintendo console I'll buy.
Dirk De Koker, Belgium

Perhaps in future Nintendo should give away T-shirts with the initial, expensive run of consoles, saying 'I saw it first'. Would that make you happier? Ed

Bonus Letters

I'm absolutely drooling over it.
Lisa Needham, Sheffield
Not again. Ed

Are you using methods less attainable for 'regular' people with (serious) economic limitations?
Thomas Karoliussen, Norway
Nope. Ed

We were having a good time sticking TNT to civilians' faces.
Ryan Hogan, Sawbridgeworth
Excellent. Ed

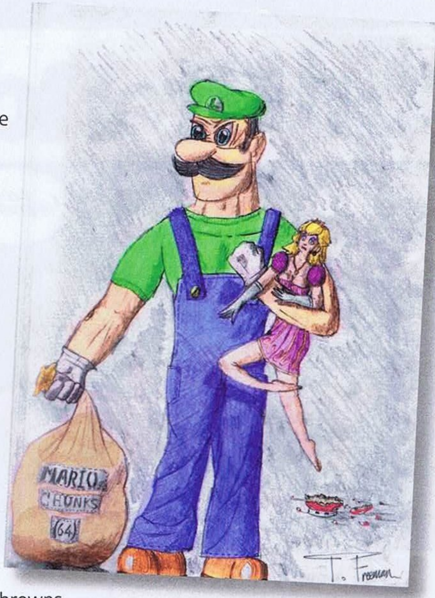
If games consoles were knives, Gamecube would be the biggest knife you've ever seen.
Luke Ingle, Huntingdon
Now that's the Nintendo Difference! Ed

Hello, I am a guy frrom Norway.
Øyvind Ahlstrøm, Norway
Hello. Ed

Whatever you do, always check that the game in the box is the one that you want.
Dominic Whittall, Woodley
Sense talk. Ed

I would very much like to see any of you sing in Justin Hawkins' place, or even fit into one of his cat-suits.
Jess Berry, Beccles
I bet you would… Ed

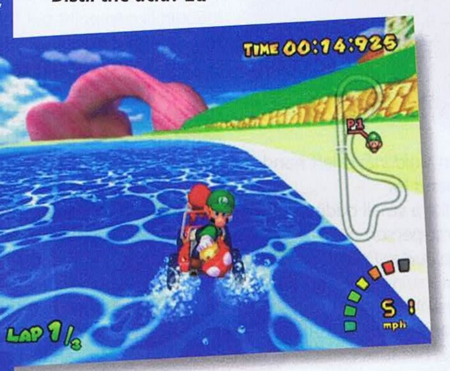
Would you prefer to be a plumber or a mafia kingpin?
James Newman, Spalding
There's more money in plumbing. Ed



'Beating the browns'

I am issuing you this picture that I knocked up after an evening beating the browns out of Mario on *Smash Bros Melee*. Luigi is the best Nintendo character and I feel very strongly about the the neglect he receives from the suck-up script writers of games such as *Superstar Saga*. Things are getting desperate if they simply rely on Luigi's cowardice to glorify Mario. Therefore, this picture should distil the acid of many a Luigi fan's lust for revenge.
Tom Freeman, Great Yarmouth

Distil the acid? Ed



'Giant pink thing'

What *is* that giant pink thing on the Peach Beach track in *Mario Kart*? Go to the track selection menu and look at the picture that accompanies the track, you can see it in the distance and it looks terribly rude. Those saucy game developers must have laughed and laughed! No doubt you'll appreciate me pointing this out to you, thus ruining the scenic track for ever more.
Adam Butcher-Hanlon, London

Maybe it's a giant Pikmin. Ed

'Mow you down'

Is it just me or are there very few first-person shooters which cater for the players who used

CORRECTION CORNER

So, *Sonic Pinball Party* hasn't had a release date confirmed (issue 90, pg 12)? Funny, I swear I can remember getting a GBA game for Christmas that involved pinball, had Sonic characters in it AND had 'Sonic Pinball Party' written in big frickin' letters on the front of the box! But who am I to judge your incredible knowledge of Sonic games, seeing as you gave them all incredibly honest scores, and were not being totally biased against Sega's blue hedgehog in every single review?
Ian Anderson

Ouch! Ed

Was the closing date for the iQue compo *really* February 30th?
Mark Mina, Essex

Come on, it's a leap year, you know… Ed

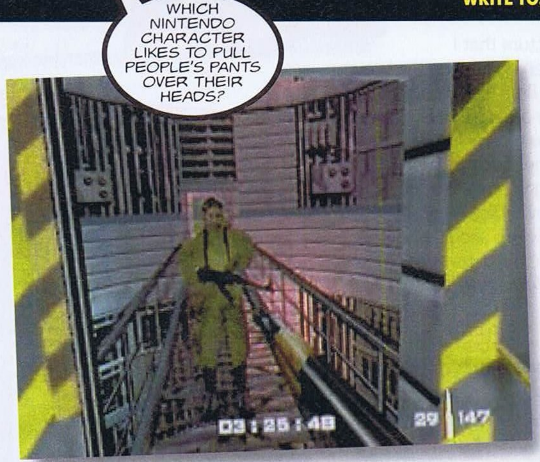
Owen, Cardiff; Richard Townrow, via email; Dinant Veenstra, Netherlands; Robert Cox, London; Arthur Plant, Thornhill; Martyn Burns, Co. Down; Terry Scannell, High Wycombe; Mathieu De Guchteneere, Belgium; Ricky Anstey, Milton Keynes; Joe Westwood, Wolverhampton; James Stock, Norwich; Mark Barton, Winsford; Curtis Free, Telford; Joseph Baker, Stockport; Kamran Sehgal, Wimbledon; Robert Mercieca, Malta; David Tyler, Newcastle; David Aubrey, Redditch; Martin Cullen, Glasgow; Joe Bontiglio, Madeley Heath; Jason Legg, Yeovil; Damian Doyley, Coldthorpe; Anthony Scott, Burnage; Peter Moylan, Derby; Harry Newton, Hertford; Martin Holden, Blackburn; Daniel Sayers, Leeds. Cheers, folks.

GriNtendo

SEND US YOUR NINTENDO JOKES! MAKE THEM GOOD AND YOU WIN A GAME. BUT IF MR WHITE FAILS TO SEE THE FUNNY SIDE, THE YELLOW PIKMIN DIES. HORRIBLY.
THIS MONTH: 'JOKE' BY LEWIS VOIGTLANDER-FORD



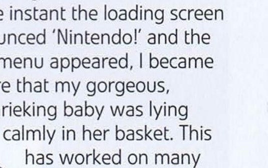
WRITE TO... GRINTENDO, MAILBOX, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW **OR EMAIL** NGC@FUTURENET.CO.UK



the 'solitaire' control style in *GoldenEye* (left hand is used to look/aim, right hand for movement)? It may seem like a small oddity, but I find the majority of first-person shooters that I've picked up, *Judge Dredd* being the latest example, are ruined by the lack of control options. The only game that I've been able to fully appreciate so far has been *TimeSplitters 2*, because I could customise the controls to exactly what I needed. It's so frustrating to be in the middle of a firefight, and instead of running backwards you end up looking at the ceiling, waiting for all and sundry to mow you down.
Calum Stevenson, via email

I used to prefer the solitaire controls too, and it took ages to re-educate my hands for most Gamecube first-person games. Ed

'Shrieking baby'



I would like to point out the ability of *Mario Kart* to soothe four-week-old babies whose screams at 3am make grown men (and, I dare say, anyone in earshot) cry. Having exhausted myself running up and down stairs, emptied a tank of petrol circling the block in the car (baby screaming in the car seat), and contemplated staggering into work the following morning, I resolved to cheer myself up with a game of *Mario Kart*.

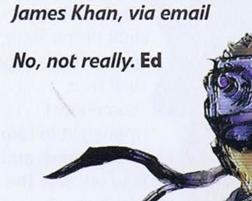
The instant the loading screen announced 'Nintendo!' and the start menu appeared, I became aware that my gorgeous, shrieking baby was lying calmly in her basket. This has worked on many occasions since, saving me from mental ruin.
Neal Long, London

True. I tried it on Geraint after I 'accidentally' erased his memory card. It didn't shut him up completely, but it did distract him so Mim could wipe the snot and tears off his face. Ed

'Deep'

Don't you think that the deep philosophical messages rooted in *MGS* say something about ourselves and the world we live in?
James Khan, via email

No, not really. Ed





SO TELL ME THIS...

Behold the fountain of Nintendo knowledge

1. Is the Stars Catalogue going to have any more decent prizes in stock?
2. How much are the Donkey Konga drums going to be per set?
3. Do you know anywhere that sells NES games?
Jamie Briggs, via email

1. Yes, but in such limited quantities, you'll be very lucky to get one.
2. Given the price in Japan, £40-£50 if they're ever released here.
3. Independent game retailers that deal in second-hand retro stuff, and eBay on the internet.

In Paul's Sense Talk section, why does Paul read the book upside down and back to front? Is he a Chinese/Australian hybrid?
William McNee, West Lothian

No, he's a foolish hippy.

Who the hell is Shigsy?
Michael Archer, Caterham

That's our vaguely disrespectful name for Shigeru Miyamoto, Nintendo's famous game design guru.

Is the next Zelda game going to be cel-shaded?
Iwan Smith, Waltham

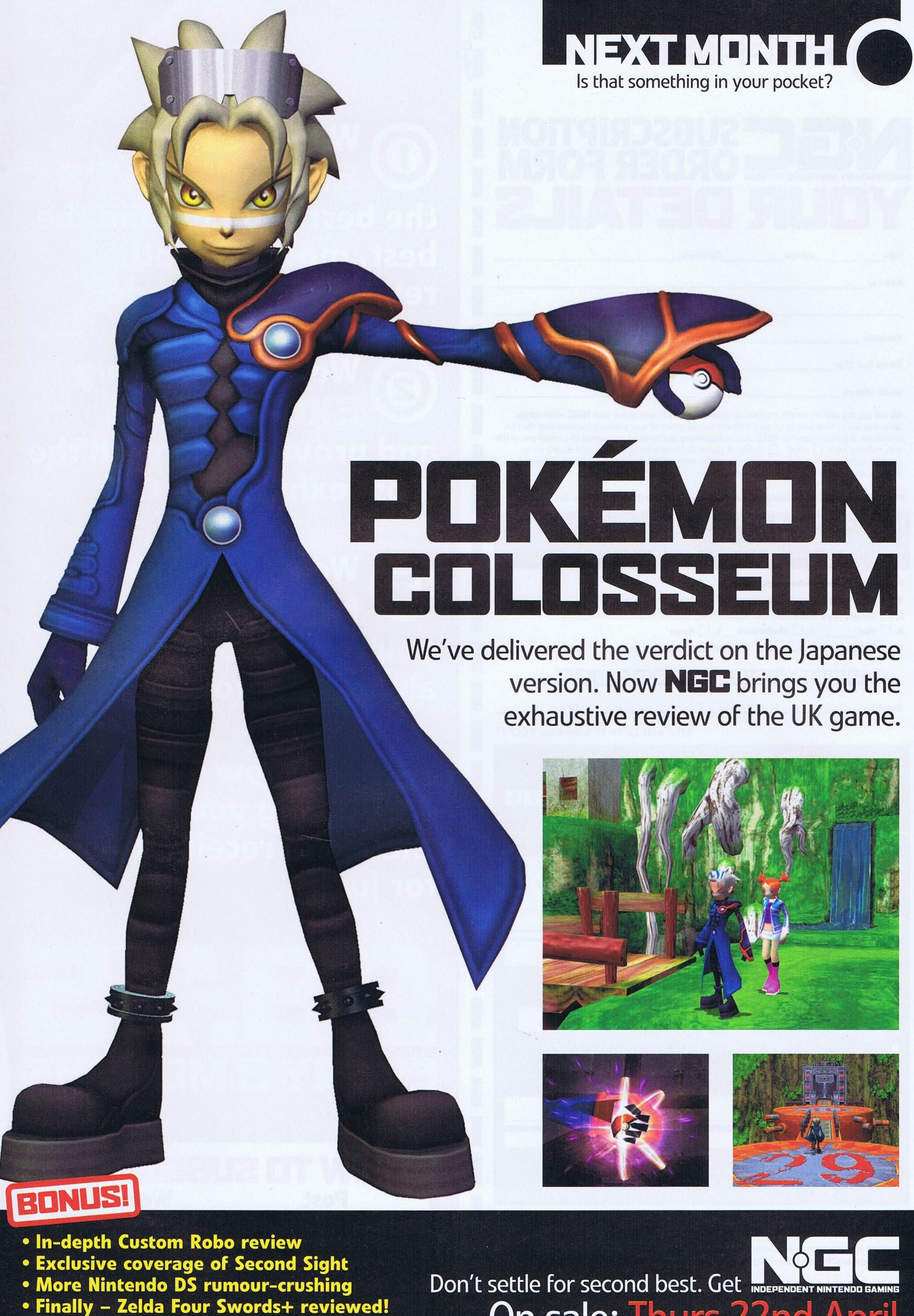
If it's on Gamecube, then yes. Shigsy told us that Nintendo would be using the Wind Waker engine for a new game at some point, which will most probably be a sequel.

1. If 30% of Starfox 2 is multiplayer, will the other 70% be adventure?
2. In Starfox 2 will Fox or Krystal have their staff?
3. Will there be another Mario adventure game like Sunshine on the GC?
4. I heard Sega was owned by Sony. Is it?
5. Do you think there will be a Mario Kart: Double Dash!! for the GBA?
George Harris, via email

1. Yes.
2. Judging by what we've seen so far, there's no Krystal and no staff.
3. Sadly not.
4. Nope.
5. No, but maybe there will be a Mario Kart game for the new DS.

Does the imported broadband adaptor from America still work in an English Gamecube?
Alex Carpel, Basildon

Yes it does, although they're pretty hard to get hold of everywhere now. The broadband gizmo works on any Gamecube from any region.


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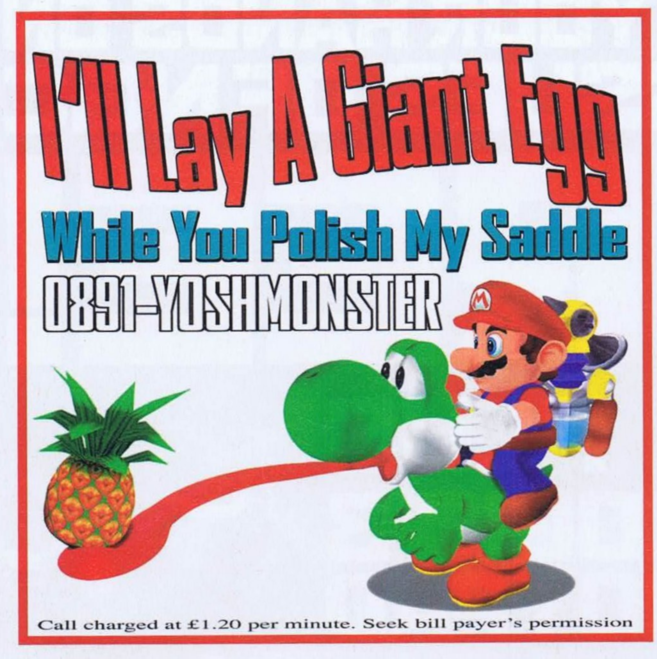
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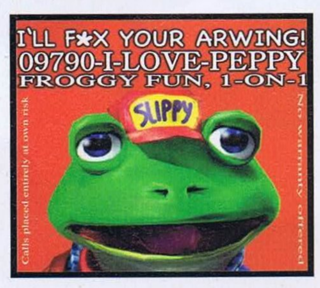
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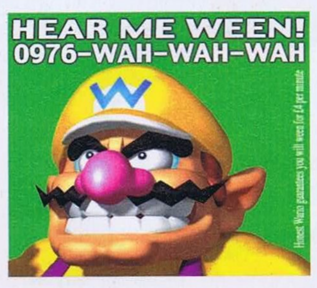

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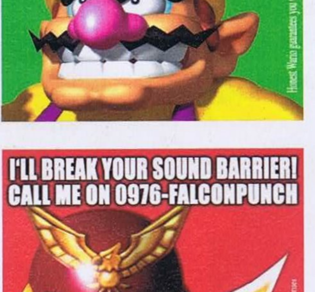

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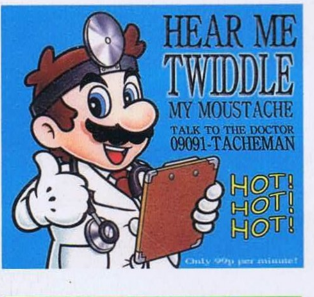

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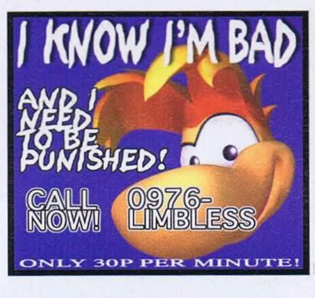

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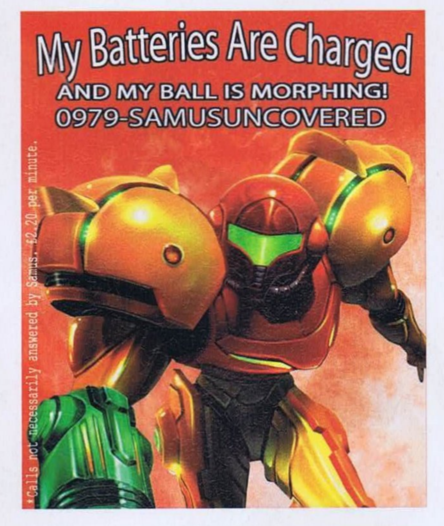


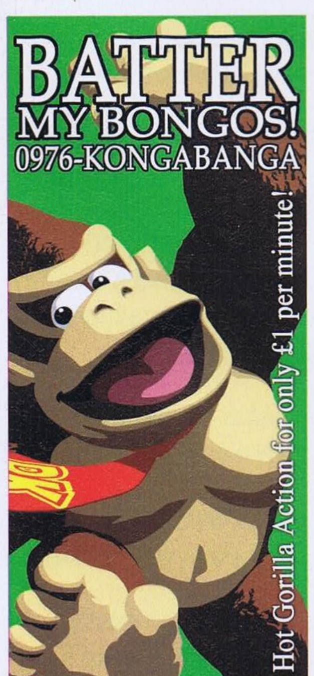

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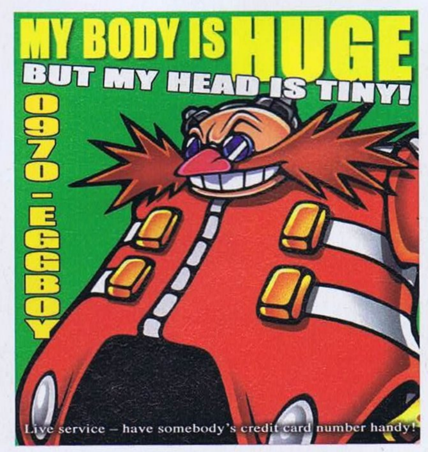

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X-Men: Next Dimension
Z = 26
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
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13
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